# 131HW5

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### Question1

```
library("tidyverse")
## -- Attaching packages ------ tidyverse 1.3.1 --
## v ggplot2 3.3.6 v purr 0.3.4
## v tibble 3.1.7 v dplyr 1.0.9
## v tidyr 1.2.0 v stringr 1.4.0
## v readr 2.1.2 v forcats 0.5.1
## -- Conflicts ----- tidyverse conflicts() --
## x dplyr::filter() masks stats::filter()
## x dplyr::lag()
                 masks stats::lag()
library("tidymodels")
## -- Attaching packages ------ tidymodels 0.2.0 --
## v broom
              0.8.0 v rsample
0.1.1 v tune
                                     0.1.1
## v dials
                                      0.2.0
## v infer
              1.0.0 v workflows 0.2.6
## v modeldata 0.1.1 v workflowsets 0.2.1
                       v yardstick 0.0.9
             0.2.1
## v parsnip
                0.2.0
## v recipes
## -- Conflicts ----- tidymodels_conflicts() --
## x scales::discard() masks purrr::discard()
## x dplyr::filter() masks stats::filter()
## x recipes::fixed() masks stringr::fixed()
## x dplyr::lag() masks stats::lag()
## x yardstick::spec() masks readr::spec()
## x recipes::step() masks stats::step()
## * Use suppressPackageStartupMessages() to eliminate package startup messages
library("dplyr")
library("yardstick")
library(readr)
library(pROC)
```

```
## Type 'citation("pROC")' for a citation.
## Attaching package: 'pROC'
## The following objects are masked from 'package:stats':
##
##
       cov, smooth, var
library(discrim)
##
## Attaching package: 'discrim'
## The following object is masked from 'package:dials':
##
##
       smoothness
library(poissonreg)
library(corrr)
library(klaR)
## Loading required package: MASS
##
## Attaching package: 'MASS'
## The following object is masked from 'package:dplyr':
##
##
       select
library(corrplot)
## corrplot 0.92 loaded
library(knitr)
library(MASS)
library(ggplot2)
library(glmnet)
## Loading required package: Matrix
##
## Attaching package: 'Matrix'
## The following objects are masked from 'package:tidyr':
##
       expand, pack, unpack
## Loaded glmnet 4.1-4
```

```
##
## Attaching package: 'janitor'
## The following objects are masked from 'package:stats':
##
##
       chisq.test, fisher.test
pkm=read_csv('Pokemon.csv')
## Rows: 800 Columns: 13
## -- Column specification ------
## Delimiter: ","
## chr (3): Name, Type 1, Type 2
## dbl (9): #, Total, HP, Attack, Defense, Sp. Atk, Sp. Def, Speed, Generation
## lgl (1): Legendary
##
## i Use 'spec()' to retrieve the full column specification for this data.
## i Specify the column types or set 'show_col_types = FALSE' to quiet this message.
pkm
## # A tibble: 800 x 13
##
        "#" Name
                   'Type 1' 'Type 2' Total
                                              HP Attack Defense 'Sp. Atk' 'Sp. Def'
##
      <dbl> <chr> <chr>
                                     <dbl> <dbl>
                                                  <dbl>
                                                          <dbl>
                                                                    <dbl>
                                                                              <dbl>
                            <chr>>
##
   1
         1 Bulba~ Grass
                            Poison
                                       318
                                              45
                                                     49
                                                             49
                                                                       65
                                                                                 65
##
   2
         2 Ivysa~ Grass
                           Poison
                                       405
                                              60
                                                     62
                                                             63
                                                                       80
                                                                                 80
##
  3
         3 Venus~ Grass
                            Poison
                                       525
                                              80
                                                     82
                                                             83
                                                                      100
                                                                                100
##
  4
         3 Venus~ Grass
                                       625
                                                    100
                                                            123
                                                                      122
                                                                                120
                            Poison
                                              80
## 5
         4 Charm~ Fire
                            <NA>
                                       309
                                              39
                                                     52
                                                             43
                                                                       60
                                                                                 50
         5 Charm~ Fire
                                       405
                                                                                 65
##
   6
                            <NA>
                                              58
                                                     64
                                                             58
                                                                       80
##
  7
         6 Chari~ Fire
                            Flying
                                       534
                                              78
                                                     84
                                                             78
                                                                      109
                                                                                 85
##
         6 Chari~ Fire
                                       634
                                              78
                                                                                 85
  8
                            Dragon
                                                    130
                                                            111
                                                                      130
         6 Chari~ Fire
                                       634
                                              78
                                                    104
                                                             78
##
                            Flying
                                                                      159
                                                                                115
## 10
         7 Squir~ Water
                            <NA>
                                       314
                                              44
                                                     48
                                                             65
                                                                       50
                                                                                 64
## # ... with 790 more rows, and 3 more variables: Speed <dbl>, Generation <dbl>,
      Legendary <lgl>
pkm=clean_names(pkm)
pkm
## # A tibble: 800 x 13
##
     number name
                                              hp attack defense sp_atk sp_def speed
                       type_1 type_2 total
       <dbl> <chr>
                                                          <dbl> <dbl>
##
                       <chr> <chr> <dbl> <dbl>
                                                  <dbl>
                                                                        <dbl> <dbl>
##
   1
           1 Bulbasaur Grass Poison
                                       318
                                              45
                                                     49
                                                             49
                                                                    65
                                                                           65
                                                                                 45
                                       405
##
  2
          2 Ivysaur
                       Grass Poison
                                              60
                                                     62
                                                             63
                                                                    80
                                                                           80
                                                                                 60
                                       525
                                              80
                                                     82
                                                             83
                                                                   100
                                                                                 80
  3
          3 Venusaur Grass Poison
                                                                          100
##
          3 Venusaur~ Grass Poison
                                       625
                                                                   122
                                              80
                                                    100
                                                            123
                                                                          120
                                                                                 80
```

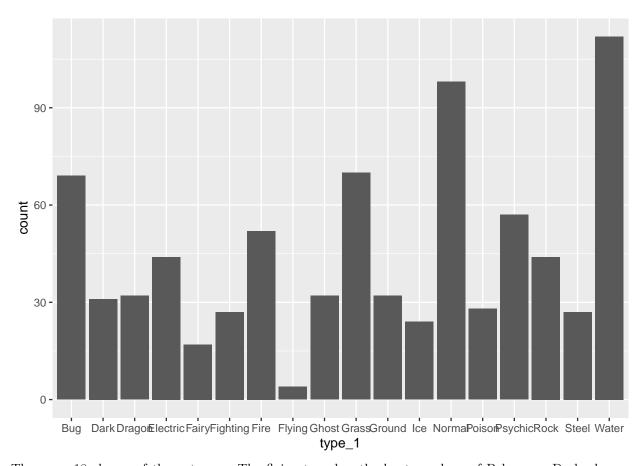
library(janitor)

```
##
            4 Charmand~ Fire
                                 <NA>
                                           309
                                                  39
                                                          52
                                                                   43
                                                                           60
                                                                                   50
                                                                                         65
##
    6
            5 Charmele~ Fire
                                 <NA>
                                           405
                                                  58
                                                          64
                                                                   58
                                                                                   65
                                                                                         80
                                                                           80
##
    7
            6 Charizard Fire
                                 Flying
                                           534
                                                  78
                                                          84
                                                                   78
                                                                          109
                                                                                   85
                                                                                        100
                                                                          130
##
    8
            6 Charizar~ Fire
                                           634
                                                  78
                                                                                  85
                                                                                        100
                                 Dragon
                                                         130
                                                                  111
##
    9
            6 Charizar~ Fire
                                 Flying
                                           634
                                                  78
                                                         104
                                                                   78
                                                                          159
                                                                                  115
                                                                                        100
   10
                                                          48
                                                                   65
                                                                           50
                                                                                   64
                                                                                         43
##
            7 Squirtle Water
                                 <NA>
                                           314
                                                  44
      .. with 790 more rows, and 2 more variables: generation <dbl>,
       legendary <lgl>
## #
```

After using clean\_names() on our data, it returns name with only lowercase letter, with \_ as a separator, and convert symbol "#" to "number". It is helpful because it cleans up the names of variables.

### Question2

```
ggplot(pkm, aes(x = type_1)) +
geom_bar()
```



There are 18 classes of the outcome. The flying type has the least numbers of Pokemon. Dark, dragon, fairy, fighting, ghost, ground, ice, poison and steel types also have less pokemon comparing to others.

```
pkm=filter(pkm,type_1 %in% c("Bug","Fire","Grass","Normal","Water","Psychic"))
pkm
```

```
## # A tibble: 458 x 13
## number name type_1 type_2 total hp attack defense sp_atk sp_def speed
```

```
<dbl> <chr>
##
                         <chr>
                                <chr>
                                        <dbl> <dbl>
                                                      <dbl>
                                                               <dbl>
                                                                       <dbl>
                                                                               <dbl> <dbl>
##
    1
            1 Bulbasaur Grass
                                Poison
                                          318
                                                  45
                                                          49
                                                                  49
                                                                          65
                                                                                  65
                                                                                         45
##
    2
            2 Ivysaur
                         Grass
                                Poison
                                          405
                                                  60
                                                          62
                                                                  63
                                                                          80
                                                                                  80
                                                                                        60
                                                                                        80
##
    3
           3 Venusaur
                                Poison
                                          525
                                                  80
                                                          82
                                                                  83
                                                                         100
                                                                                 100
                         Grass
##
    4
            3 Venusaur~ Grass
                                Poison
                                          625
                                                  80
                                                         100
                                                                 123
                                                                         122
                                                                                 120
                                                                                        80
    5
           4 Charmand~ Fire
                                          309
                                                                  43
                                                                          60
                                                                                  50
                                                                                        65
##
                                <NA>
                                                  39
                                                          52
           5 Charmele~ Fire
                                 <NA>
                                                                  58
                                                                          80
                                                                                        80
##
    6
                                          405
                                                  58
                                                          64
                                                                                  65
    7
           6 Charizard Fire
                                                                  78
##
                                Flying
                                          534
                                                  78
                                                          84
                                                                         109
                                                                                  85
                                                                                       100
##
    8
           6 Charizar~ Fire
                                Dragon
                                          634
                                                  78
                                                         130
                                                                 111
                                                                         130
                                                                                  85
                                                                                       100
    9
                                                         104
                                                                  78
                                                                         159
                                                                                       100
##
           6 Charizar~ Fire
                                Flying
                                          634
                                                  78
                                                                                 115
## 10
            7 Squirtle Water
                                <NA>
                                          314
                                                  44
                                                          48
                                                                  65
                                                                          50
                                                                                  64
                                                                                        43
## # ... with 448 more rows, and 2 more variables: generation <dbl>,
       legendary <lgl>
```

```
pkm$type_1=as.factor(pkm$type_1)
pkm$legendary=as.factor(pkm$legendary)
pkm$generation=as.factor(pkm$generation)
pkm
```

```
## # A tibble: 458 x 13
##
      number name
                         type_1 type_2 total
                                                  hp attack defense sp_atk sp_def speed
##
       <dbl> <chr>
                         <fct>
                                <chr>
                                        <dbl> <dbl>
                                                      <dbl>
                                                               <dbl>
                                                                      <dbl>
                                                                              <dbl> <dbl>
##
    1
            1 Bulbasaur Grass
                                Poison
                                          318
                                                  45
                                                         49
                                                                  49
                                                                          65
                                                                                 65
                                                                                        45
##
    2
            2 Ivysaur
                         Grass
                                Poison
                                          405
                                                  60
                                                         62
                                                                  63
                                                                          80
                                                                                 80
                                                                                        60
##
    3
                                          525
                                                  80
                                                         82
                                                                  83
                                                                         100
                                                                                        80
            3 Venusaur Grass
                                Poison
                                                                                100
##
    4
            3 Venusaur~ Grass
                                Poison
                                          625
                                                  80
                                                        100
                                                                 123
                                                                         122
                                                                                120
                                                                                        80
##
    5
            4 Charmand~ Fire
                                <NA>
                                          309
                                                  39
                                                         52
                                                                  43
                                                                          60
                                                                                 50
                                                                                        65
##
    6
           5 Charmele~ Fire
                                          405
                                                                  58
                                                                          80
                                                                                 65
                                                                                        80
                                <NA>
                                                  58
                                                         64
##
    7
           6 Charizard Fire
                                Flying
                                          534
                                                  78
                                                         84
                                                                  78
                                                                         109
                                                                                 85
                                                                                       100
           6 Charizar~ Fire
##
    8
                                Dragon
                                          634
                                                  78
                                                        130
                                                                 111
                                                                         130
                                                                                 85
                                                                                       100
##
    9
           6 Charizar~ Fire
                                Flying
                                          634
                                                  78
                                                        104
                                                                  78
                                                                         159
                                                                                115
                                                                                       100
## 10
           7 Squirtle Water
                                <NA>
                                          314
                                                  44
                                                         48
                                                                  65
                                                                          50
                                                                                 64
                                                                                        43
  # ... with 448 more rows, and 2 more variables: generation <fct>,
## #
       legendary <fct>
```

### Question3

```
set.seed(1234)
pkm_split=initial_split(pkm,prop=0.70,strata=type_1)
train=training(pkm_split)
test=testing(pkm_split)
dim(pkm)*0.7
```

```
## [1] 320.6 9.1
```

```
dim(train)
```

```
## [1] 318 13
```

Yes, the training and test sets have the desired number of observations.

```
folds=vfold_cv(train, v=5, strata=type_1)
folds
## # 5-fold cross-validation using stratification
## # A tibble: 5 x 2
##
     splits
                       id
##
     <list>
                       <chr>>
## 1 <split [252/66] > Fold1
## 2 <split [253/65]> Fold2
## 3 <split [253/65] > Fold3
## 4 <split [256/62] > Fold4
## 5 <split [258/60] > Fold5
Stratifying the folds is useful because it makes sure that the folds are representative of the whole data set.
Question4
rcp=recipe(type_1~legendary+generation+sp_atk+attack+speed+defense+hp+sp_def,data=train) %>%
  step_dummy(legendary) %>%
  step_dummy(generation) %>%
  step_normalize(all_predictors())
Question5
reg=multinom_reg(mixture=tune(),penalty=tune()) %>%
  set_mode("classification") %>%
  set_engine("glmnet")
wf=workflow() %>%
  add_recipe(rcp) %>%
  add_model(reg)
grid<-grid_regular(penalty(range = c(-5, 5)),mixture(),levels = 10)</pre>
grid
## # A tibble: 100 x 2
##
            penalty mixture
##
              <dbl> <dbl>
## 1
           0.00001
```

We will be fitting 500 models, since we have 10 levels of penalty, 10 levels of mixture, and 5 folds.

Question6

## 2

## 3

## 4

## 5

## 6

## 7

## 8

## 9

## 10 100000

0.000129

0.00167

0.0215

0.278

3.59

## # ... with 90 more rows

46.4

599.

7743.

0

0

0

0

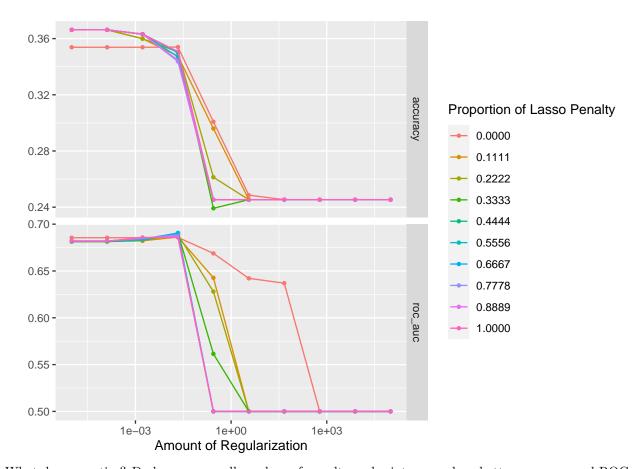
0

0

0

```
tune_res=tune_grid(wf,resamples=folds,grid=grid)
```

#### autoplot(tune\_res)



What do you notice? Do larger or smaller values of penalty and mixture produce better accuracy and ROC AUC?

Smaller values of penalty and mixture produce better accuracy and ROC AUC. Mixture values have no strong impact when penalty is large or small, but do have better accuracy and ROC AUC for mid-range penalty.

## Question7

```
best=select_best(tune_res,metric="roc_auc")
final=finalize_workflow(wf,best)

final_fit=fit(final,data=train)

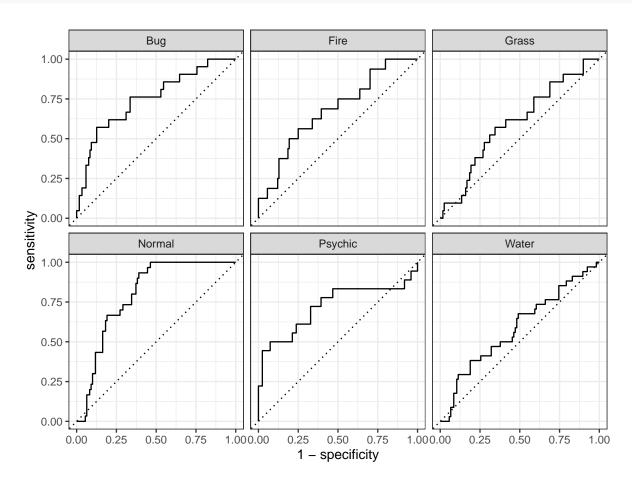
augment(final_fit,new_data=test) %>%
    accuracy(truth=type_1,estimate=.pred_class)
```

```
## # A tibble: 1 x 3
## .metric .estimator .estimate
## <chr> <chr> <dbl>
## 1 accuracy multiclass 0.364
```

The performance on the testing set is pretty bad.

#### Question8

```
augment(final_fit,new_data=test) %>%
roc_curve(truth=type_1,estimate=.pred_Bug:.pred_Water) %>%
autoplot()
```



```
augment(final_fit,new_data=test) %>%
conf_mat(truth=type_1,estimate=.pred_class) %>%
autoplot(type="heatmap")
```

Bug -	4	0	1	0	0	2
Fire -	0	2	0	0	0	1
Grass -	3	2	1	1	0	3
Normal -	9	2	3	20	5	9
Psychic -	0	2	1	0	5	0
Water -	5	8	15	9	8	19
	Bug	Fire	Grass Tru	Normal uth	Psychic	Water

First of all, our model doesn't perform well. From the ROC curves, we can tell that normal type is the model best at predicting, which is also proved by the heatmap of the confusion matrix, followed by bug type and psychic type. Water type is the worst according to ROC curve, but heatmap shows different result. This might because water type has the most observations. The reason behind the poor performance of our model might be not enough observations. With less than 100 observations per type on average, it can be hard to achieve an accurate model.