Name:	Date:
	H: Finding clusters sponse Sheet
Directions: Record your responses to the lab qu	estions in the spaces provided.
Clustering data	
The k-means algorithm	
(1) Write and run code creating a scatterplo dot based on the league they play for.	ot of the players' ht_inches and wt_1bs and color each
Running k-means	
(2) Fill in the blanks below to use k-means t groups:	o cluster the same height and weight data into two
kclusters(~	_, data = futbol, k =)
(3) Use this code and the mutate function to Name the variable clusters.	o add the values from kclusters to the futbol data.
k-means vs. ground-truth	
(4) Compare the clusters chosen by k-mean recovering the league information?	s to the ground-truth. How successful was k-means at
On your own	
(5) Write and run code creating a scatterplo	ot of homework and videogames variables.
(6) Based on this graph, identify and remove	e any outliers by using the filter function.

Name:	Date:

LAB 4H: Finding clusters Response Sheet

- (7) Write and run code using kclusters with k=2 for homework and videogames.
- (8) Describe how the groups differ from each other in terms of how long each group spends playing videogames and doing homework.