# Method 1

Call:

glm(formula = MVP ~ GS + PS.G + TRB + AST + STL + BLK + TOV +

OBPM + DBPM, family = binomial, data = topPlayers)

Deviance Residuals:

Min 1Q Median 3Q Max

-1.8127 -0.5637 -0.3158 -0.1569 2.7118

Coefficients:

Estimate Std. Error z value Pr(>|z|)

(Intercept) -15.29524 5.12306 -2.986 0.00283 \*\*

GS 0.05706 0.04515 1.264 0.20631

PS.G 0.37522 0.16202 2.316 0.02057 \*

TRB 0.06495 0.18501 0.351 0.72553

AST 0.74019 0.31588 2.343 0.01912 \*

STL -1.66079 0.79264 -2.095 0.03615 \*

BLK -0.38269 0.52682 -0.726 0.46758

TOV -0.51906 0.79502 -0.653 0.51383

OBPM -0.08875 0.28651 -0.310 0.75675

DBPM 0.33617 0.34184 0.983 0.32541

---

Signif. codes: 0 ‘\*\*\*’ 0.001 ‘\*\*’ 0.01 ‘\*’ 0.05 ‘.’ 0.1 ‘ ’ 1

(Dispersion parameter for binomial family taken to be 1)

Null deviance: 117.271 on 119 degrees of freedom

Residual deviance: 85.339 on 110 degrees of freedom

AIC: 105.34

Number of Fisher Scoring iterations: 6

0 1

0 87 10

1 10 13

> m1error

[1] 0.1666667

0 1

0 16 1

1 1 3

> error

[1] 0.0952381

# Method 2

Call:

glm(formula = MVP ~ PS.G + AST + STL + DBPM, family = binomial,

data = allPlayersTrain)

Deviance Residuals:

Min 1Q Median 3Q Max

-1.45748 -0.00746 -0.00202 -0.00092 2.91297

Coefficients:

Estimate Std. Error z value Pr(>|z|)

(Intercept) -16.00886 1.74599 -9.169 < 2e-16 \*\*\*

PS.G 0.47156 0.06467 7.292 3.06e-13 \*\*\*

AST 0.62373 0.11555 5.398 6.74e-08 \*\*\*

STL -1.71941 0.55467 -3.100 0.00194 \*\*

DBPM 0.33864 0.05393 6.280 3.39e-10 \*\*\*

---

Signif. codes: 0 ‘\*\*\*’ 0.001 ‘\*\*’ 0.01 ‘\*’ 0.05 ‘.’ 0.1 ‘ ’ 1

(Dispersion parameter for binomial family taken to be 1)

Null deviance: 324.60 on 9829 degrees of freedom

Residual deviance: 140.36 on 9825 degrees of freedom

AIC: 150.36

Number of Fisher Scoring iterations: 12

0 1

0 9791 16

1 16 7

> error

[1] 0.003255341

0 1

0 1920 1

1 1 3

> error

[1] 0.001038961

# Method 3

Call:

glm(formula = MVP ~ PS.G + AST + STL + DBPM, family = binomial,

data = topPlayers)

Deviance Residuals:

Min 1Q Median 3Q Max

-1.7521 -0.5998 -0.3728 -0.1813 2.1396

Coefficients:

Estimate Std. Error z value Pr(>|z|)

(Intercept) -11.41124 2.70841 -4.213 2.52e-05 \*\*\*

PS.G 0.32688 0.09707 3.367 0.000759 \*\*\*

AST 0.63969 0.16252 3.936 8.28e-05 \*\*\*

STL -1.32089 0.59878 -2.206 0.027386 \*

DBPM 0.23646 0.18905 1.251 0.211020

---

Signif. codes: 0 ‘\*\*\*’ 0.001 ‘\*\*’ 0.01 ‘\*’ 0.05 ‘.’ 0.1 ‘ ’ 1

(Dispersion parameter for binomial family taken to be 1)

Null deviance: 117.271 on 119 degrees of freedom

Residual deviance: 88.906 on 115 degrees of freedom

AIC: 98.906

Number of Fisher Scoring iterations: 5

0 1

0 87 10

1 10 13

> m1error

[1] 0.1666667

0 1

0 16 1

1 1 3

> error

[1] 0.0952381

# Method 4

Call:

glm(formula = MVP ~ GS + PS.G + TRB + AST + STL + BLK + TOV +

OBPM + DBPM + Wins, family = binomial, data = topPlayers)

Deviance Residuals:

Min 1Q Median 3Q Max

-1.4891 -0.5220 -0.2504 -0.0627 3.7763

Coefficients:

Estimate Std. Error z value Pr(>|z|)

(Intercept) -28.78553 7.81502 -3.683 0.00023 \*\*\*

GS 0.03143 0.04630 0.679 0.49723

PS.G 0.37282 0.18204 2.048 0.04056 \*

TRB 0.10961 0.22023 0.498 0.61869

AST 0.75000 0.36666 2.045 0.04081 \*

STL -1.38435 0.92037 -1.504 0.13255

BLK -0.16673 0.56526 -0.295 0.76802

TOV 0.38951 0.98180 0.397 0.69157

OBPM -0.06755 0.33249 -0.203 0.83901

DBPM 0.22420 0.39083 0.574 0.56621

Wins 0.20379 0.06614 3.081 0.00206 \*\*

---

Signif. codes: 0 ‘\*\*\*’ 0.001 ‘\*\*’ 0.01 ‘\*’ 0.05 ‘.’ 0.1 ‘ ’ 1

(Dispersion parameter for binomial family taken to be 1)

Null deviance: 117.271 on 119 degrees of freedom

Residual deviance: 73.202 on 109 degrees of freedom

AIC: 95.202

Number of Fisher Scoring iterations: 6

0 1

0 92 5

1 5 18

> m1error

[1] 0.08333333

0 1

0 17 0

1 0 4

> error

[1] 0

# Method 5

Call:

glm(formula = MVP ~ PS.G + AST + Wins, family = binomial, data = allPlayersTrain)

Deviance Residuals:

Min 1Q Median 3Q Max

-2.0258 -0.0039 -0.0008 -0.0002 4.1465

Coefficients:

Estimate Std. Error z value Pr(>|z|)

(Intercept) -28.97370 3.87671 -7.474 7.79e-14 \*\*\*

PS.G 0.38921 0.06163 6.315 2.70e-10 \*\*\*

AST 0.40603 0.10142 4.003 6.25e-05 \*\*\*

Wins 0.25538 0.04729 5.401 6.63e-08 \*\*\*

---

Signif. codes: 0 ‘\*\*\*’ 0.001 ‘\*\*’ 0.01 ‘\*’ 0.05 ‘.’ 0.1 ‘ ’ 1

(Dispersion parameter for binomial family taken to be 1)

Null deviance: 319.37 on 8773 degrees of freedom

Residual deviance: 108.34 on 8770 degrees of freedom

(1056 observations deleted due to missingness)

AIC: 116.34

Number of Fisher Scoring iterations: 12

0 1

0 9799 8

1 8 15

> error

[1] 0.00162767

0 1

0 1921 0

1 0 4

> error

[1] 0

# Method 6

Call:

glm(formula = MVP ~ PS.G + AST + Wins, family = binomial, data = topPlayers)

Deviance Residuals:

Min 1Q Median 3Q Max

-1.7676 -0.5490 -0.3025 -0.1184 3.4545

Coefficients:

Estimate Std. Error z value Pr(>|z|)

(Intercept) -20.35051 4.55895 -4.464 8.05e-06 \*\*\*

PS.G 0.24852 0.08624 2.882 0.003957 \*\*

AST 0.44134 0.12498 3.531 0.000413 \*\*\*

Wins 0.18005 0.05536 3.252 0.001145 \*\*

---

Signif. codes: 0 ‘\*\*\*’ 0.001 ‘\*\*’ 0.01 ‘\*’ 0.05 ‘.’ 0.1 ‘ ’ 1

(Dispersion parameter for binomial family taken to be 1)

Null deviance: 117.271 on 119 degrees of freedom

Residual deviance: 81.194 on 116 degrees of freedom

AIC: 89.194

Number of Fisher Scoring iterations: 6

0 1

0 90 7

1 7 16

> error

[1] 0.1166667

0 1

0 17 0

1 0 4

> error

[1] 0

# Method 7

Length Class Mode

call 3 -none- call

type 1 -none- character

predicted 120 -none- numeric

mse 500 -none- numeric

rsq 500 -none- numeric

oob.times 120 -none- numeric

importance 10 -none- numeric

importanceSD 0 -none- NULL

localImportance 0 -none- NULL

proximity 0 -none- NULL

ntree 1 -none- numeric

mtry 1 -none- numeric

forest 11 -none- list

coefs 0 -none- NULL

y 120 -none- numeric

test 0 -none- NULL

inbag 0 -none- NULL

terms 3 terms call

0 1

0 97 0

1 0 23

> m1error

[1] 0

0 1

0 16 1

1 1 3

> error

[1] 0.0952381