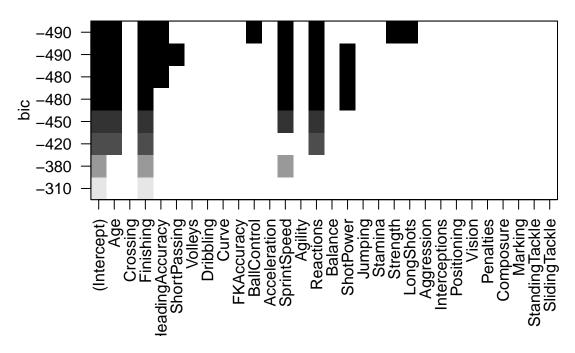
# Multiple Linear Regression: Choosing Which Predictors to Include in a Model

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```
library(leaps)
FIFA19B <- read.csv(file="/Users/andrewlevine/Downloads/Statistics II/FIFA19_VersionB.csv")
FIFA19B2 <- na.omit(FIFA19B)
best_subsetsFIFA19B <- regsubsets(Value ~ ., data=FIFA19B2)
plot(best_subsetsFIFA19B, scale="bic")</pre>
```



plot(best\_subsetsFIFA19B, scale="adjr2")

```
0.7 -
    0.7
0.69
0.68
0.66
0.63
0.59
0.51
                                                                                                                                    Stamină
Strength
                                                                                                                                                                                 Penalties
                                                                                                                                                                                        Somposure
                                       Finishing
                                                                                                                                                                     Positioning
                                                                                                                                                                                              Marking
                                                                                                             Reactions
                                                                                                                   Balance
                                                                                                                                                                erceptions
                                                           /olleys
                                                                Dribblińa
                                                                              KAccuracy
                                                                                   BallContro
                                                                                          cceleratior
                                                                                                                         ShotPower
                                                                                                                                Jumping
                                                                                                                                                        ggression
                                                                                                                                                  ongShot
```

```
##
  lm(formula = Value ~ Age + Finishing + HeadingAccuracy + BallControl +
##
       SprintSpeed + Reactions + Strength + LongShots, data = FIFA19B2)
##
## Residuals:
##
       Min
                1Q Median
                                3Q
                                       Max
## -10.008 -3.249
                    -0.730
                             2.187
                                    43.675
##
## Coefficients:
                     Estimate Std. Error t value Pr(>|t|)
##
## (Intercept)
                   -115.19503
                                 4.83047 -23.848 < 2e-16 ***
                                 0.09077
                                         -9.427 < 2e-16 ***
## Age
                     -0.85573
## Finishing
                      0.65333
                                 0.08752
                                           7.465 4.55e-13 ***
                                           3.360 0.000849 ***
## HeadingAccuracy
                      0.16530
                                 0.04920
## BallControl
                      0.30099
                                 0.07858
                                           3.830 0.000147 ***
## SprintSpeed
                      0.23655
                                 0.03089
                                           7.658 1.22e-13 ***
## Reactions
                      0.34386
                                 0.06232
                                           5.517 5.90e-08 ***
## Strength
                      0.13700
                                 0.03540
                                           3.869 0.000126 ***
                                           3.385 0.000777 ***
## LongShots
                      0.17624
                                 0.05207
## Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' ' 1
## Residual standard error: 5.828 on 438 degrees of freedom
## Multiple R-squared: 0.705, Adjusted R-squared: 0.6996
## F-statistic: 130.9 on 8 and 438 DF, p-value: < 2.2e-16
```

```
##
## Call:
## lm(formula = Value ~ Age + Finishing + HeadingAccuracy + ShortPassing +
       SprintSpeed + Reactions + ShotPower, data = FIFA19B2)
##
##
## Residuals:
##
      Min
                1Q Median
                                3Q
                                       Max
  -10.188
           -3.137
                   -0.920
                             2.188
                                    44.358
##
##
## Coefficients:
                     Estimate Std. Error t value Pr(>|t|)
## (Intercept)
                                 4.53407 -24.348 < 2e-16 ***
                   -110.39532
## Age
                     -0.82964
                                 0.09030
                                         -9.187 < 2e-16 ***
## Finishing
                                 0.08026
                                           8.937 < 2e-16 ***
                      0.71728
## HeadingAccuracy
                      0.19374
                                 0.04389
                                           4.414 1.28e-05 ***
## ShortPassing
                      0.20992
                                 0.05949
                                           3.528 0.000462 ***
## SprintSpeed
                      0.23145
                                 0.03097
                                           7.472 4.30e-13 ***
## Reactions
                      0.31074
                                 0.06335
                                           4.905 1.32e-06 ***
## ShotPower
                      0.27069
                                 0.06158
                                           4.395 1.39e-05 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## Residual standard error: 5.864 on 439 degrees of freedom
## Multiple R-squared: 0.7007, Adjusted R-squared: 0.696
## F-statistic: 146.8 on 7 and 439 DF, p-value: < 2.2e-16
```

Using best subsets regression with the BIC criterion, two models seem to fit the data better than the rest, as they both have the lowest BIC in the chart with all the potential models. The two models that have the lowest BIC of -490 contain the information as follows:

#### Model 1:

```
Predictors: Age, Finishing, Heading Accuracy, Ball Control, Sprint Speed, Reactions, Strength, Long Shots Statistics: R^2 = 0.705, adjusted R^2 = 0.6996, p-value < 2.2 * 10^{-16}, s = 5.828 Model Equation: Value_i = -115.195 - 0.8557(Age_i) + 0.6533(Finishing_i) + 0.301(BallControl_i) + 0.2366(SprintSpeed_i) + 0.3439(Reactions_i) + 0.137(Strength_i) + 0.1762(LongShots_i)
```

### Model 2:

```
Predictors: Age, Finishing, Heading Accuracy, Short Passing, Sprint Speed, Reactions, Shot Power Statistics: R^2 = 0.7007, adjusted R^2 = 0.696, p-value < 2.2 * 10^{-16}, s = 5.864 Model Equation: Value_i = -110.3953 - 0.8296(Age_i) + 0.7173(Finishing_i) + 0.301(HeadingAccuracy_i) + 0.2099(ShortPassing_i) + 0.2315(SprintSpeed_i) + 0.3107(Reactions_i) + 0.2707(ShotPower_i)
```

Using best subsets regression with the adjusted  $R^2$  criterion, two models seem to fit the data better than the rest, as they both have the highest adjusted  $R^2$  in the chart with all the potential models. The two models that have the highest adjusted  $R^2$  of 0.7 contain the information as follows:

## Model 1:

Predictors: Age, Finishing, Heading Accuracy, Ball Control, Sprint Speed, Reactions, Strength, Long Shots Statistics:  $R^2 = 0.705$ , adjusted  $R^2 = 0.6996$ , p-value  $< 2.2 * 10^{-16}$ , s = 5.828

Model Equation:  $Value_i = -115.195 - 0.8557(Age_i) + 0.6533(Finishing_i) + 0.301(BallControl_i) + 0.2366(SprintSpeed_i) + 0.3439(Reactions_i) + 0.137(Strength_i) + 0.1762(LongShots_i)$ 

### Model 2:

Predictors: Age, Finishing, Heading Accuracy, Short Passing, Sprint Speed, Reactions, Shot Power Statistics:  $R^2 = 0.7007$ , adjusted  $R^2 = 0.696$ , p-value  $< 2.2 * 10^{-16}$ , s = 5.864 Model Equation:  $Value_i = -110.3953 - 0.8296(Age_i) + 0.7173(Finishing_i) + 0.301(HeadingAccuracy_i) + 0.2099(ShortPassing_i) + 0.2315(SprintSpeed_i) + 0.3107(Reactions_i) + 0.2707(ShotPower_i)$ 

As you can see, the BIC criterion and adjusted  $R^2$  yield the same two best fitting models to predict player value as each other. When taking model parsimony into account, we would consider using the second model due to the fact it contains seven predictors, as compared to the first model, which contains eight. This is due to the fact that when attempting to find the most parsimonious model, we try to find the one with the least amount of explanatory variables, if the BIC or adjusted  $R^2$  values are extremely close to one another (which they are in this example).