IDS 702 HW 4 - KEY

Your Name Here

Instructions: Use this template to complete your assignment. When you click "Render," you should get a PDF document that contains both your answers and code. You must show your work/justify your answers to receive credit. Submit your rendered PDF file on Gradescope. Remember to render frequently, as this will help you to catch errors in your code before the last minute.

Add your name in the Author section in the header

Load data

```
library(tidyverse)
library(modelsummary)
library(caret)
library(pROC)

nba <- read.csv("https://raw.githubusercontent.com/anlane611/datasets/refs/heads/main/nba_gan</pre>
```

Exercise 1

```
## create subset
nba_cho <- nba |> filter(Team=="CHO")

## create factor variable for Home
nba_cho$Home <- factor(nba_cho$Home)

## create new Win variable (include quality control check)
nba_cho$Win <- ifelse(nba_cho$WINorLOSS=="W",1,0)
nba_cho$Win <- factor(nba_cho$Win,</pre>
```

```
Loss Win
L 175 0
W 0 153
```

```
## format date variable
nba_cho <- nba_cho |>
mutate(Date_clean = as.Date(Date, "%Y-%m-%d"))
```

```
## code to fill in the table
nba_cho |> count(Win)
  Win n
1 Loss 175
2 Win 153
nba_cho |>
 group_by(Win) |>
 count(Home) |>
mutate(perc=n/sum(n)*100)
# A tibble: 4 x 4
# Groups: Win [2]
Win Home
             n perc
 <fct> <fct> <int> <dbl>
1 Loss Away 103 58.9
             72 41.1
2 Loss Home
3 Win Away
             61 39.9
4 Win Home 92 60.1
```

```
nba_cho |>
  group_by(Win) |>
  summarise(mean(TeamPoints), sd(TeamPoints),
            mean(FieldGoals.), sd(FieldGoals.),
            mean(Assists), sd(Assists),
            mean(Steals), sd(Steals),
            mean(Blocks), sd(Blocks),
            mean(OpponentPoints), sd(OpponentPoints),
            mean(TotalRebounds), sd(TotalRebounds),
            mean(Turnovers), sd(Turnovers))
# A tibble: 2 x 17
         `mean(TeamPoints)` `sd(TeamPoints)` `mean(FieldGoals.)` `sd(FieldGoals~`
  Win
  <fct>
                      <dbl>
                                        <dbl>
                                                             <dbl>
                                                                               <dbl>
1 Loss
                       96.9
                                         11.3
                                                             0.417
                                                                             0.0489
                                         11.4
2 Win
                      109.
                                                             0.463
                                                                             0.0513
# ... with 12 more variables: `mean(Assists)` <dbl>, `sd(Assists)` <dbl>,
    `mean(Steals)` <dbl>, `sd(Steals)` <dbl>, `mean(Blocks)` <dbl>,
    `sd(Blocks)` <dbl>, `mean(OpponentPoints)` <dbl>,
#
    `sd(OpponentPoints)` <dbl>, `mean(TotalRebounds)` <dbl>,
    `sd(TotalRebounds)` <dbl>, `mean(Turnovers)` <dbl>, `sd(Turnovers)` <dbl>
         Variable
                                          Wins (N=153)
                                                          Losses (N=
         Home games - N (%)
                                          92 (60)
         Team Points - mean (SD)
                                          109 (11.4)
         Field Goal Percentage - mean (SD)
         Assists - mean (SD)
         Steals - mean (SD)
         Blocks - mean (SD)
         Opponent Points - mean (SD)
         Total Rebounds - mean (SD)
         Turnovers - mean (SD)
```

Similar statistics likely to be highly correlated which could lead to issues with multicollinearity. E.g., Opp.X3PointShots, Opp.X3PointShots.

	(1)						
	Est.	S.E.	2.5 %	97.5 %	p		
(Intercept)	1.2×10^{-13}	3.8×10^{-13}	1.0×10^{-16}	5.2×10^{-11}	< 0.01		
HomeHome	2.46	0.83	1.28	4.82	< 0.01		
TeamPoints	0.998	0.022	0.955	1.043	0.92		
FieldGoals.	1.7×10^{17}	1.1×10^{18}	9.4×10^{11}	1.0×10^{23}	< 0.01		
Assists	0.96	0.04	0.88	1.04	0.32		
Steals	1.4	0.1	1.3	1.7	< 0.01		
Blocks	1.077	0.065	0.958	1.215	0.22		
${\bf Total Rebounds}$	1.31	0.05	1.22	1.42	< 0.01		
Turnovers	0.837	0.041	0.758	0.919	< 0.01		

Exercise 5

The OR is extremely high for FieldGoals. because the variable is a proportion, so 1 unit increase is not appropriate. We can multiply the variable by 100 to be a percentage

	(1)						
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(Intercept)	1.2×10^{-13}	3.8×10^{-13}	1.0×10^{-16}	5.2×10^{-11}	< 0.01		
HomeHome	2.46	0.83	1.28	4.82	< 0.01		
TeamPoints	0.998	0.022	0.955	1.043	0.92		
${\it Field Goals Perc}$	1.487	0.096	1.317	1.698	< 0.01		
Assists	0.96	0.04	0.88	1.04	0.32		
Steals	1.4	0.1	1.3	1.7	< 0.01		
Blocks	1.077	0.065	0.958	1.215	0.22		
${\it Total Rebounds}$	1.31	0.05	1.22	1.42	< 0.01		
Turnovers	0.837	0.041	0.758	0.919	< 0.01		

The odds of winning are 2.46 times higher for home games compared to away games. The relationship between playing at home and winning is statistically significant (p<0.01, 95% CI: [1.28,4.82])

For each additional field goal percent increase, the odds of winning increase by 1.49, which is statistically significant (p<0.01, 95% CI: [1.32,1.7])

etc for steals, total rebounds, and turnovers

Exercise 7

```
nba_cho_fitted <- factor(ifelse(fitted(nba_mod2)>0.5,1,0),levels=c(0,1),labels=c("Loss","Win
confusionMatrix(table(nba_cho_fitted,nba_cho$Win), positive = "Win", mode="everything")
```

Confusion Matrix and Statistics

nba_cho_fitted Loss Win Loss 144 30 Win 31 123

Accuracy: 0.814

95% CI: (0.7676, 0.8547)

No Information Rate : 0.5335 P-Value [Acc > NIR] : <2e-16

Kappa : 0.6265

Mcnemar's Test P-Value : 1

Sensitivity: 0.8039 Specificity: 0.8229 Pos Pred Value: 0.7987 Neg Pred Value: 0.8276 Precision: 0.7987 Recall: 0.8039

F1: 0.8013

Prevalence : 0.4665
Detection Rate : 0.3750
Detection Prevalence : 0.4695

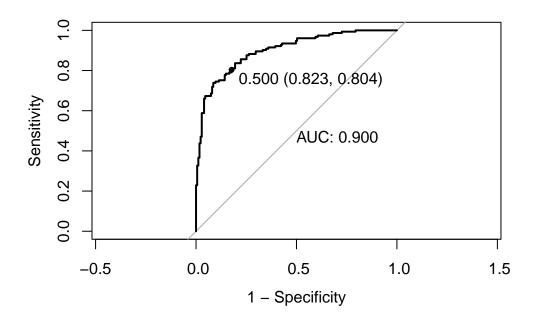
Balanced Accuracy: 0.8134

'Positive' Class : Win

roc(nba_cho\$Win, fitted(nba_mod2), print.thres=0.5, print.auc=T,
 legacy.axes=T,plot=T)

Setting levels: control = Loss, case = Win

Setting direction: controls < cases



Call:
roc.default(response = nba_cho\$Win, predictor = fitted(nba_mod2), plot = T, print.thres =
Data: fitted(nba_mod2) in 175 controls (nba_cho\$Win Loss) < 153 cases (nba_cho\$Win Win).
Area under the curve: 0.8997

Warning: glm.fit: algorithm did not converge

```
anova(nba_mod_reduced, nba_mod_full, test="Chisq")

Analysis of Deviance Table

Model 1: Win ~ Home + TeamPoints + FieldGoalsPerc + Assists + Steals +
        Blocks + TotalRebounds + Turnovers

Model 2: Win ~ Home + TeamPoints + FieldGoalsPerc + Assists + Steals +
        Blocks + TotalRebounds + Turnovers + OpponentPoints + Opp.FieldGoalsPerc +
        Opp.Assists + Opp.Steals + Opp.Blocks + Opp.TotalRebounds +
        Opp.Turnovers
```

Resid. Df Resid. Dev Df Deviance Pr(>Chi) 319 259.08

2 312 0.00 7 259.08 < 2.2e-16 ***

Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1

Exercise 9

Bonus

1

A team always wins when TeamPoints>OpponentPoints, so there is perfect separation. Removing OpponentPoints eliminates the error.