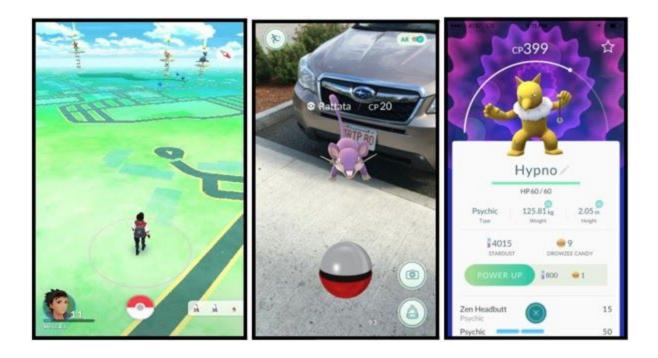
## PokemonGo Data Analysis

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#### **Abstract:**

PokemonGo is a mobile augmented reality game developed by Niantic inc. for iOS, Android, and Apple Watch devices. It was initially released in selected countries in July of 2016. In the game, players use a mobile device's GPS capability to locate, capture, battle, and train virtual creatures, called Pokémon, who appear on the screen as if they were in the same real-world location as the player. A player can walk around anywhere in the world and catch pokemon. Below is a picture of what a player might see on their device when playing the game PokemonGo.



This paper will focus on predicting which pokemon will appear given various conditions such as weather, terrain type, time of day, type of area (urban, rual) and more. We have downloaded this data from Kaggle, a site that allows users to publish data sets, explore and build models in a web-based data-science environment, work with other data scientists and machine learning engineers, and enter competitions to solve data science challenges.

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## I. Background

Our dataset contains the sightings of Pokemon from Pokemon Go. The dataset was downloaded from kaggle, and the original goal of this dataset was to predict where a Pokemon will next appear. However, we have changed our goal to predict which Pokemon will appear given conditions other than location. We chose not to include location because we do not have to skillset to work with location data.

## A. Description of Data

Before implementing pre-processing techniques, the data consisted of 296,021 observations and twenty eight predictors. Seven of these predictors were numeric while 22 were categorical. Below, we have included descriptions of the response variable and the predictors.

#### **Response Variable:**

pokemonId	Pokemon identifier
-----------	--------------------

#### **Categorical Predictors:**

appearedTimeOfDay	time of the day of a sighting (night, evening, afternoon, morning)	
appearedDayOfWeek	week day of a sighting (Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday)	
terrainType	terrain where pokemon appeared described with help of GLCF Modis Land Cover (numeric value from 1-17)	
closeToWater	did pokemon appear close (100m or less) to water (Boolean, same source as above)	
weather	weather type during a sighting (Foggy Clear, PartlyCloudy, MostlyCloudy, Overcast, Rain, BreezyandOvercast, LightRain, Drizzle, BreezyandPartlyCloudy, HeavyRain, BreezyandMostlyCloudy, Breezy, Windy, WindyandFoggy, Humid, Dry, WindyandPartlyCloudy, DryandMostlyCloudy, DryandPartlyCloudy, DrizzleandBreezy, LightRainandBreezy, HumidandPartlyCloudy, HumidandOvercast, RainandWindy)	
weatherIcon	a compact representation of the weather at the location of a sighting (fog, clear-night, partly-cloudy-night, partly-cloudy-day, cloudy, clear-day, rain, wind)	

urban	how urban is location where pokemon appeared (Boolean, built on Population density)
suburban	how urban is location where pokemon appeared (Boolean, built on Population density)
midurban	how urban is location where pokemon appeared (Boolean, built on Population density)
rural	how rural is location where pokemon appeared (Boolean, built on Population density)
gymIn100m	is there a gym in 100 meters? (Boolean)
gymIn250m	is there a gym in 250 meters? (Boolean)
gymIn500m	is there a gym in 1000 meters? (Boolean)
gymIn1000m	is there a gym in 1000 meters? (Boolean)
gymIn2500m	is there a gym in 2500 meters? (Boolean)
gymIn5000m	is there a gym in 5000 meters? (Boolean)
pokestopIn100m	is there a pokestop in 100 meters? (Boolean)
pokestopIn250m	is there a pokestop in 250 meters? (Boolean)
pokestopIn500m	is there a pokestop in 1000 meters? (Boolean)
pokestopIn1000m	is there a pokestop in 1000 meters? (Boolean)
pokestopIn2500m	is there a pokestop in 2500 meters? (Boolean)
pokestopIn5000m	is there a pokestop in 5000 meters? (Boolean)

## **Numerical Predictors:**

gymDistanceKm	how far is the nearest gym in km from a sighting. Boolean value for 100m,
pokestopDistanceKm	how far is the nearest pokestop in km from a sighting
Population density	what is the population density per square km of a sighting
temperature	temperature in celsius at the location of a sighting

windSpeed	speed of the wind in km/h at the location of a sighting
windBearing	wind direction
pressure	atmospheric pressure in bar at the location of a sighting

## II. Pre-Processing the Data

### A. Analyze Missing Values

Our first step in pre-processing the data was to analyze any missing values. We found that our dataset consisted of 39 missing values. Since this was such a small portion of the data, we chose to remove the missing values. This left us with 295,982 observations.

### **B.** Creating Dummy Variables

We then created dummy variables for our 22 categorical variables. This left us with 100 total predictors. Out of these predictors, 92 were categorical dummy variables and 7 were numeric variables.

## C. Removing Near Zero Variance

We then analyzed the predictors with near zero variance. We had a total of 43 out of 100 predictors with near zero variance. We removed these predictors from the data set, reducing the number of predictors to 57.

## D. Center and Scale and Principle Component Analysis

Next, we centered and scaled our data to reduce the skewness of our variables. Because some of our predictors were highly correlated, we decided to implement the principle component analysis technique in order to reduce high correlation among predictors. A correlation plot of our 57 predictors is shown in Figure 1. This created thirty one principle components. Figure 2 below displays our numeric variables before implementing center, scale, and principle component analysis transformation. We can see that wind speed, population density, gym distance in Km, and pokestop distance in Km are highly skewed to the right. Figures 3 through 5 display the histograms after implementing center, scale, and principle component analysis transformations. We can see that a majority of the principle components are centered, with a few components containing some outliers still. We hope that a spatial sign transformation will reduce these outliers.

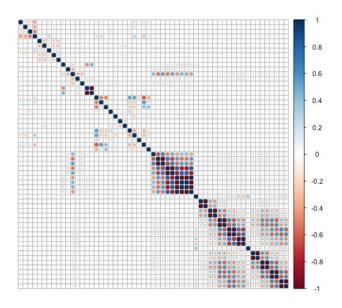


Figure 1: Correlation Plot Among 57 Predictors

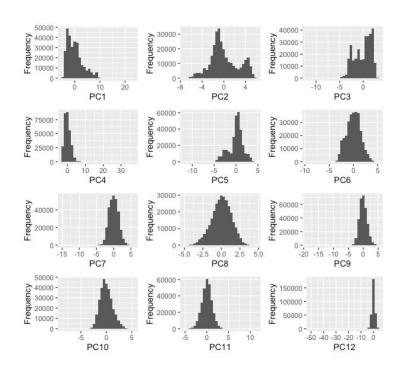


Figure 3: Components 1-12 <u>After</u> Implementing Center, Scale, and PCA

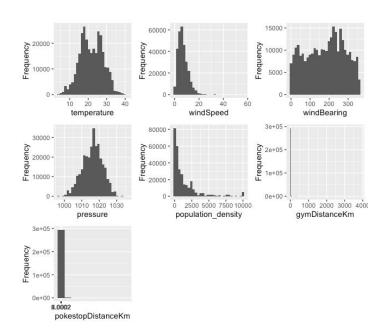


Figure 2: Numeric Variables <u>Before</u> Implementing Center, Scale, and PCA

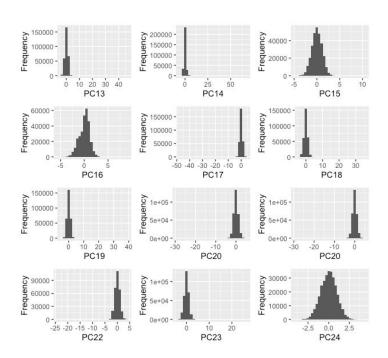


Figure 4: Components 13-24 <u>After</u> Implementing Center, Scale, and PCA

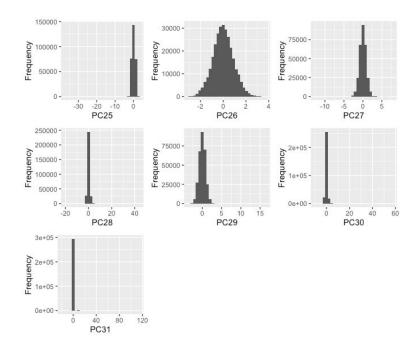


Figure 5: Components 25-31 <u>After</u> Implementing Center, Scale, and PC

## E. Spatial Sign Transformation

In order to reduce outliers, we performed a spatial sign transformation. Figures 6 through 11 below display boxplots of each principle component before and after implementing a spatial sign transformation. We can see that a majority of the components no longer have outliers. For the few components that do still have outliers, the scale for the boxplots reduced, meaning that the number of outliers for these components reduced.

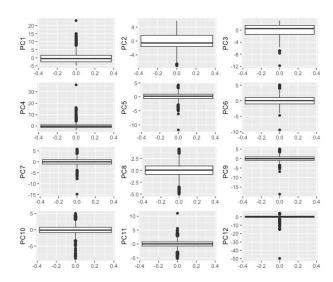
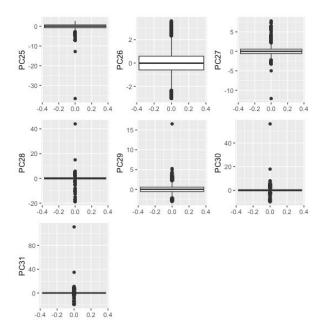


Figure 6: Components 1-12 <u>Before</u> Implementing Spatial Sign Transformation



**Figure 8: Components 25-31 <u>Before</u> Implementing Spatial Sign Transformation** 

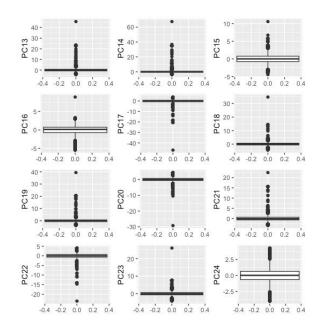


Figure 7: Components 13-24 <u>Before</u> Implementing Spatial Sign Transformation

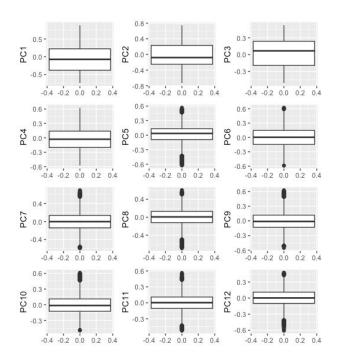


Figure 9: Components 1-12 <u>After</u> Implementing Spatial Sign Transformation

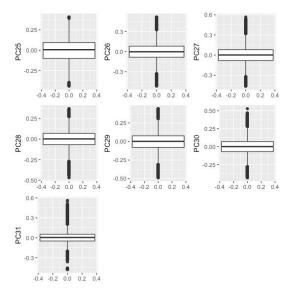


Figure 11: Components 1-12 <u>After Implementing</u> Spatial Sign Transformation

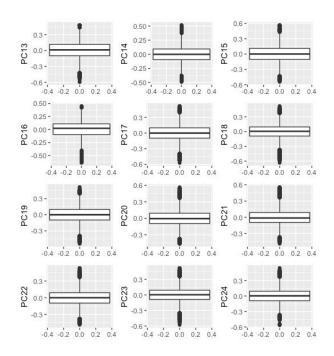


Figure 10: Components 13-24 <u>After</u> Implementing Spatial Sign Transformation

## III. Adjusting the Response Variable Naming Conventions

Before we could begin training the data, we had to adjust the naming convention of our response variable. Our response variable was categorical, however, the variable was using number IDs to classify each pokemon. Since R does not allow for a string of numbers to be a factor, we renamed each ID to instead be the name of the pokemon. There were a total of 151 different pokemon IDs that were renamed.

## IV. Splitting the Data

Figure 12 below displays the distribution of our response variable pokemonID. As we can see, the distribution is unbalanced, with some pokemonID's occurring as high as 50,000 times and some occurring as low as only one time. We will therefore split our dataset using a stratified random sampling technique.

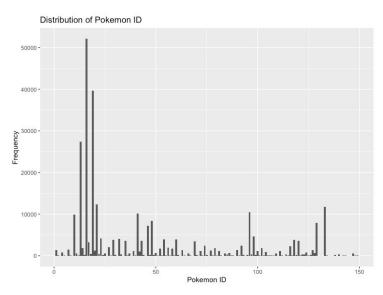


Figure 12: Distribution of PokemonID

Because our dataset is so large, we have decided to only run the models on a quarter of the data. This means that we will generate models on 73,996 observations rather than generating models on 295,982 observations. After subsetting the data into a fourth of the observations, we split up this data into a training and testing set using a stratified random sampling technique. We took 80% of the 73,996 observations for the training set and 20% of those observations for the testing set. We then ended up with 59,198 observations on the training set and 14,798 on the testing set.

## V. Resampling Technique

We decided to use a 10-fold cross validation technique for our dataset. We believed that using cross validation was best for our large dataset. We hoped that this technique would reduce bias and increase precision within our models.

### VI. Model Fitting

#### A. Linear Classification Models

Below is a table summarizing our findings after generating the four linear classification models on our training data. Since our response variable, pokemonID, has more than two classes, we will use the kappa statistic when determining which model is best. The kappa value does take into account class distributions rather than calculating the overall accuracy. The best linear model appears to be the Logistic Regression model. Although this model has the lowest accuracy rate, it does compute the highest kappa value between these four models.

These four models generated very low accuracy and kappa values. Perhaps some reasons behind these low values could be that our data is not linear or that our predictors are not sufficient in predicting the pokemon found.

Models	Tuning Parameter	Accuracy	Карра
Logistic Regression	decay = 0.0001	0.1328164	0.02868753
Linear Discriminant Analysis	N/A	0.1664909	0.01440751
Partial Least Squares	ncomp = 20	0.1744347	.004443577
Penalized	$alpha = 0 and \\ lambda = 0.01$	0.1750971	0.0004753644

#### **B.** Nonlinear Classification Models

Below is a table summarizing our findings after generating seven different nonlinear models. Since our data is extremely large, we ran Mixture Discriminant Analysis, Neural Networks, and Support Vector Machine models on only one percent of our data. This resulted in running the models on 2,368 observations for our training set. The testing set consisted of 592 observations. The best nonlinear model is the K-Nearest Neighbors model with a kappa value of 0.035. The Naive Bayes model is the second best nonlinear classification model with a kappa value of 0.028. These two models have two of the highest accuracy rates between the seven nonlinear models. We have decided that these two nonlinear models

perform the best for our data. Therefore, we will proceed by predicting the Naive Bayes model and the KNN model on our testing set.

These seven models generated very low accuracy and kappa values, just as the linear models had done. Therefore, the reason for these low values is not that our data is not linear. Instead, perhaps the reason behind these low values is that our predictors are not sufficient in predicting the pokemon found. Another possible reason could be that the pokemon are found randomly, and one cannot predict which pokemon will be found when given conditions such as terrain type, weather, temperature, time of day, and more.

Models	Tuning Parameter	Accuracy	Карра
Regularized Discriminant Analysis	gamma = 1 and lambda = 5	0.0343	0
Mixture Discriminant Analysis (1% of data)	subclasses = 5	0.04572785	0.0025162158
Neural Networks (1% of data)	size = 12 and decay = 0.1	0.005994365	0.002220065
Flexible Discriminant Analysis	Degree = 1 Nprune = 2	0.1762636	0
Support Vector Machines (1% of data)	sigma = 0.01269174 and C = 1	0.004935692	0.0004591553
K-Nearest Neighbors	k = 15	0.15059988	0.03494705
Naive Bayes	fL = 2 Usekernel = TRUE Adjust = TRUE	0.1420867	0.02820561

# C. Model Selecting

Below is a table summarizing our findings after predicting the KNN and Naive Bayes models on our testing data. The KNN model calculated a negative value, meaning that the model is predicting in the opposite direction of truth. We have determined that the best performing model was the Naive Bayes model, as it generated the highest kappa value between the two models.

Models	Tuning Parameter	Accuracy	Карра
K-Nearest Neighbors	k = 15	0.005930690	-0.002002549
Naive Bayes	fL = 2 Usekernel = TRUE Adjust = TRUE	0.14862448	0.03240625

Figure 13 below displays the confusion matrix predicted on the testing side for the Naive Bayes model.

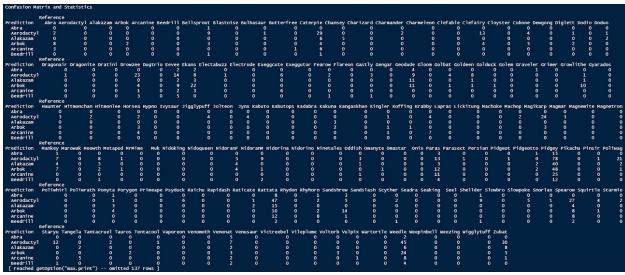


Figure 13: Confusion Matrix on Naive Bayes Model

Figure 14 below shows the important predictors for the Naive Bayes model. Unfortunately, our second attempt to re-build the model took over three days and did not complete within this assignment's window. Ideally, we would have a simpler

representation of the important predictors such that they would be legible and easier to interpret their overall importance.

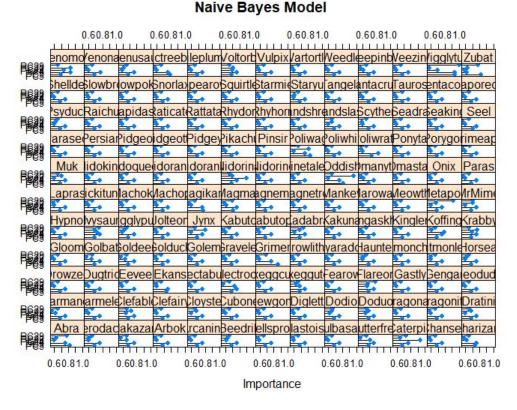


Figure 14: Important Predictors of the Naive Bayes Model

## VII. Summary

In order to predict which pokemon would appear given conditions such as weather, temperature, pressure, terrain type, and more, we gathered the data, pre-processed our data, renamed our response variable, created a training and testing set for our data, and performed linear and nonlinear classification models on the data. Before pre-processing, we had 296,021 observations and 30 predictors (7 numerical and 22 categorical). While preprocessing the data, we (1) removed missing values, (2) created dummy variables, (3) removed near zero variance, (4) centered, scaled, and implemented principle component analysis transformations, and finally (5) implemented a spatial sign transformation. Pre-processing the data left us with 295,982 observations and 31 principle component predictors. After pre-processing, we renamed our response variables so that they were no longer a string of numbers but rather the name of the pokemon. We then separated our data into a training and testing set. Since our data was extremely large, we decided to perform our models on a quarter of the data, resulting in 59,198 observations on the training set and 14,798 on the testing set. Finally, we performed four linear models and seven nonlinear classification models. The best performing model was the Naive Bayes

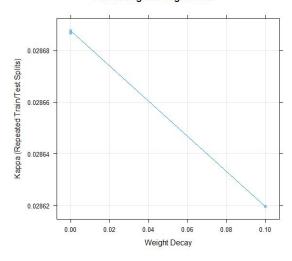
model, so we predicted this model on the testing set of our data and found a kappa value of 0.0324.

# **Appendix 1: Supplemental Material for Linear Classification Models**

# **Logistic Regression Model**

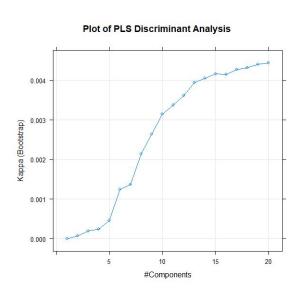
The optimum logistic regression model selected a weight decay of 0.0001.





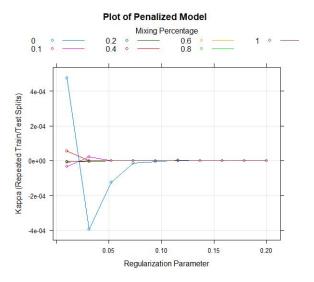
# **Partial Least Squares Model**

The optimum partial least squares model selected 20 components.



### **Penalized Model**

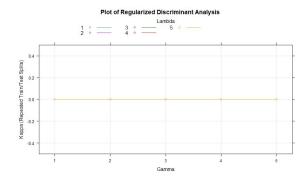
The tuning parameters for the penalized model are alpha and lamda. The optimum penalized model selected an alpha of zero and a lambda of 0.01.



**Appendix 2: Supplemental Material for Nonlinear Classification Models** 

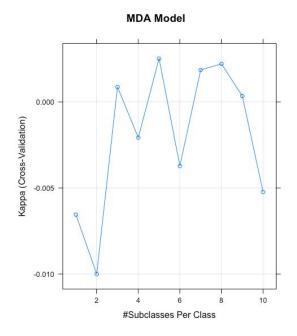
# **Regularized Discriminant Analysis**

The tuning parameters for the regularized discriminant analysis model are lambda and gamma. The optimum regularized discriminant analysis model selected a lamda of 5 and a gamma of 1.



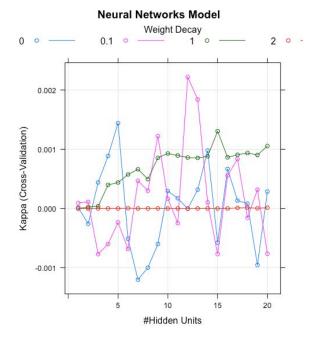
# **Mixture Discriminant Analysis**

The optimum mixture discriminant analysis model selected 5 subclasses.



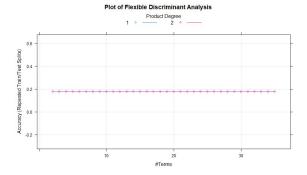
## **Neural Networks**

The tuning parameters for the neural networks model are size and decay. The optimum neural networks model selected a size of 12 and a decay of 0.1.



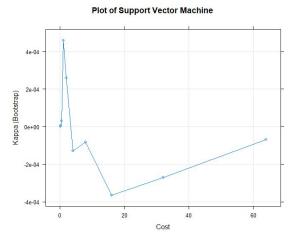
# Flexible Discriminant Analysis

The tuning parameters for the flexible discriminant analysis model are degree and number of terms. The optimum flexible discriminant analysis model selected a degree of 1 and 2 terms.



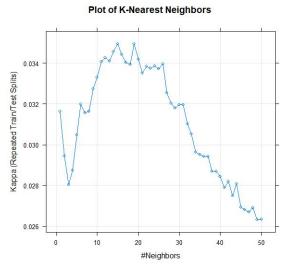
# **Support Vector Machines**

The tuning parameters for support vector machines are cost and sigma. The optimum support vector machines model selected a cost of 1 and a sigma of 0.0127.



# **K-Nearest Neighbors**

The optimum K-Nearest Neighbors model selected 15 neighbors.



#### R Code:

```
library(AppliedPredictiveModeling)
library(caret)
library(earth)
library(e1071)
library(kernlab)
library(tidyverse)
# PreProcessing the Pokemon Data -----
# Pokemon is the name of the original dataset
# start with 208 columns
# Selecting Columns and Remove NAs
kept pokemon <- Pokemon[, c(1, 13, 16, 20, 21, 24:29, 38:56)]
kept pokemon <- kept pokemon %>%
 drop na() %>%
 mutate at(vars(terrainType), as.character)
colnames(kept pokemon)
response pokemon <- kept pokemon[, 1]
response pokemon <- as.data.frame(response pokemon)</pre>
dirty pokemon <- kept pokemon[, -1]
# columns: 30
# Dummy Variables
dmy <- dummy Vars("~.", data = dirty pokemon)
dummy pokemon <- data.frame(predict(dmy, newdata = dirty pokemon))</pre>
# columns: 100
```

```
# Near Zero Variance
zed <- nearZeroVar(dummy pokemon)</pre>
non zed pokemon <- dummy pokemon[, -zed]
# columns: 57
# Correlation plot
correlations <- cor(non zed pokemon)
corrplot(correlations, tl.pos = "n")
# Histograms before center, scale, PCA
histogram temperature <- non zed pokemon %>%
 ggplot(aes(temperature)) +
 geom histogram() +
 ylab("Frequency")
histogram windSpeed <- non zed pokemon %>%
 ggplot(aes(windSpeed)) +
 geom histogram() +
 ylab("Frequency")
histogram windBearing <- non zed pokemon %>%
 ggplot(aes(windBearing)) +
 geom histogram() +
 ylab("Frequency")
histogram pressure <- non zed pokemon %>%
 ggplot(aes(pressure)) +
 geom histogram() +
 ylab("Frequency")
histogram population density <- non zed pokemon %>%
 ggplot(aes(population density)) +
 geom histogram() +
 ylab("Frequency")
histogram gymDistanceKm <- non zed pokemon %>%
 ggplot(aes(gymDistanceKm)) +
 geom histogram(binwidth = 50) +
 ylab("Frequency")
```

```
histogram pokestopDistanceKm <- non zed pokemon %>%
 ggplot(aes(pokestopDistanceKm)) +
 geom histogram(binwidth = 50) +
 scale x continuous(breaks = seq(0.0002, 5, 1)) +
 ylab("Frequency")
grid.arrange(histogram temperature, histogram windSpeed, histogram windBearing,
       histogram_pressure, histogram population density, histogram gymDistanceKm,
       histogram pokestopDistanceKm)
# Center, Scale, PCA
scaled centered <- preProcess(non zed pokemon, method = c("center", "scale", "pca"))
scaled centered pokemon <- predict(scaled centered, non zed pokemon)
# columns: 31
# Histograms after center, scale, PCA
histogram PC1 <- scaled centered pokemon %>%
 ggplot(aes(PC1)) +
 geom histogram() +
 ylab("Frequency")
histogram PC2 <- scaled centered pokemon %>%
 ggplot(aes(PC2)) +
 geom_histogram() +
 ylab("Frequency")
histogram PC3 <- scaled centered pokemon %>%
 ggplot(aes(PC3)) +
 geom histogram() +
 ylab("Frequency")
histogram PC4 <- scaled centered pokemon %>%
 ggplot(aes(PC4)) +
 geom histogram() +
 ylab("Frequency")
histogram PC5 <- scaled centered pokemon %>%
 ggplot(aes(PC5)) +
 geom histogram() +
```

```
ylab("Frequency")
histogram PC6 <- scaled centered pokemon %>%
 ggplot(aes(PC6)) +
 geom histogram() +
 ylab("Frequency")
histogram PC7 <- scaled centered pokemon %>%
 ggplot(aes(PC7)) +
 geom histogram() +
 ylab("Frequency")
histogram PC8 <- scaled centered pokemon %>%
 ggplot(aes(PC8)) +
 geom histogram() +
 ylab("Frequency")
histogram PC9 <- scaled centered pokemon %>%
 ggplot(aes(PC9)) +
 geom histogram() +
 ylab("Frequency")
histogram PC10 <- scaled centered pokemon %>%
 ggplot(aes(PC10)) +
 geom histogram() +
 ylab("Frequency")
histogram PC11 <- scaled centered pokemon %>%
 ggplot(aes(PC11)) +
 geom histogram() +
 ylab("Frequency")
histogram PC12 <- scaled centered pokemon %>%
 ggplot(aes(PC12)) +
 geom histogram() +
 ylab("Frequency")
grid.arrange(histogram PC1, histogram PC2, histogram PC3, histogram PC4, histogram PC5,
histogram PC6,
```

```
histogram PC7, histogram PC8, histogram PC9, histogram PC10, histogram PC11,
histogram PC12)
histogram PC13 <- scaled centered_pokemon %>%
 ggplot(aes(PC13)) +
 geom histogram() +
 ylab("Frequency")
histogram PC14 <- scaled centered pokemon %>%
 ggplot(aes(PC14)) +
 geom histogram() +
 ylab("Frequency")
histogram PC15 <- scaled centered pokemon %>%
 ggplot(aes(PC15)) +
 geom histogram() +
 ylab("Frequency")
histogram PC16 <- scaled centered pokemon %>%
 ggplot(aes(PC16)) +
 geom histogram() +
 ylab("Frequency")
histogram PC17 <- scaled centered pokemon %>%
 ggplot(aes(PC17)) +
 geom histogram() +
 ylab("Frequency")
histogram PC18 <- scaled centered pokemon %>%
 ggplot(aes(PC18)) +
 geom histogram() +
 ylab("Frequency")
histogram PC19 <- scaled centered pokemon %>%
 ggplot(aes(PC19)) +
 geom histogram() +
 ylab("Frequency")
histogram PC20 <- scaled centered pokemon %>%
 ggplot(aes(PC20)) +
```

```
geom histogram() +
 ylab("Frequency")
histogram PC21 <- scaled centered pokemon %>%
 ggplot(aes(PC20)) +
 geom histogram() +
 ylab("Frequency")
histogram PC22 <- scaled centered pokemon %>%
 ggplot(aes(PC22)) +
 geom histogram() +
 ylab("Frequency")
histogram PC23 <- scaled centered pokemon %>%
 ggplot(aes(PC23)) +
 geom histogram() +
 ylab("Frequency")
histogram PC24 <- scaled centered pokemon %>%
 ggplot(aes(PC24)) +
 geom histogram() +
 ylab("Frequency")
grid.arrange(histogram PC13, histogram PC14, histogram PC15, histogram PC16,
histogram PC17, histogram PC18,
       histogram PC19, histogram PC20, histogram PC21, histogram PC22,
histogram PC23, histogram PC24)
histogram PC25 <- scaled centered pokemon %>%
 ggplot(aes(PC25)) +
 geom histogram() +
 ylab("Frequency")
histogram PC26 <- scaled centered pokemon %>%
 ggplot(aes(PC26)) +
 geom histogram() +
 ylab("Frequency")
histogram PC27 <- scaled centered pokemon %>%
 ggplot(aes(PC27)) +
```

```
geom histogram() +
 ylab("Frequency")
histogram PC28 <- scaled centered pokemon %>%
 ggplot(aes(PC28)) +
 geom histogram() +
ylab("Frequency")
histogram PC29 <- scaled centered pokemon %>%
 ggplot(aes(PC29)) +
 geom histogram() +
 ylab("Frequency")
histogram PC30 <- scaled centered pokemon %>%
 ggplot(aes(PC30)) +
 geom histogram() +
 ylab("Frequency")
histogram PC31 <- scaled centered pokemon %>%
 ggplot(aes(PC31)) +
 geom histogram() +
 ylab("Frequency")
grid.arrange(histogram PC25, histogram PC26, histogram PC27,
       histogram PC28, histogram PC29, histogram PC30,
       histogram PC31)
#boxplots before spatial sign
boxplot PC1 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC1)) +
 coord flip()
boxplot PC2 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC2)) +
 coord flip()
boxplot PC3 <- scaled centered pokemon %>%
 ggplot() +
```

```
geom boxplot(aes(PC3)) +
 coord flip()
boxplot PC4 <- scaled centered pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC4)) +
 coord_flip()
boxplot PC5 <- scaled centered pokemon %>%
ggplot() +
 geom boxplot(aes(PC5)) +
coord flip()
boxplot PC6 <- scaled centered pokemon %>%
ggplot() +
 geom boxplot(aes(PC6)) +
 coord flip()
boxplot PC7 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC7)) +
 coord_flip()
boxplot PC8 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC8)) +
 coord flip()
boxplot PC9 <- scaled centered pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC9)) +
 coord_flip()
boxplot PC10 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC10)) +
 coord flip()
boxplot PC11 <- scaled centered pokemon %>%
 ggplot() +
```

```
geom boxplot(aes(PC11)) +
 coord flip()
boxplot PC12 <- scaled centered pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC12)) +
 coord_flip()
grid.arrange(boxplot PC1, boxplot PC2, boxplot PC3, boxplot PC4, boxplot PC5,
boxplot PC6,
       boxplot PC7, boxplot PC8, boxplot PC9, boxplot PC10, boxplot PC11,
boxplot PC12)
boxplot PC13 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC13)) +
 coord flip()
boxplot PC14 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC14)) +
 coord_flip()
boxplot PC15 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC15)) +
 coord flip()
boxplot PC16 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC16)) +
 coord flip()
boxplot PC17 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC17)) +
 coord flip()
boxplot PC18 <- scaled centered pokemon %>%
 ggplot() +
```

```
geom boxplot(aes(PC18)) +
 coord flip()
boxplot PC19 <- scaled centered pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC19)) +
 coord_flip()
boxplot PC20 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC20)) +
coord flip()
boxplot PC21 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC21)) +
 coord flip()
boxplot PC22 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC22)) +
 coord_flip()
boxplot PC23 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC23)) +
 coord flip()
boxplot PC24 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC24)) +
 coord_flip()
grid.arrange(boxplot PC13, boxplot PC14, boxplot PC15, boxplot PC16, boxplot PC17,
boxplot PC18,
       boxplot PC19, boxplot PC20, boxplot PC21, boxplot PC22, boxplot PC23,
boxplot PC24)
boxplot PC25 <- scaled centered pokemon %>%
 ggplot() +
```

```
geom boxplot(aes(PC25)) +
 coord flip()
boxplot PC26 <- scaled centered pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC26)) +
 coord_flip()
boxplot PC27 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC27)) +
 coord flip()
boxplot PC28 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC28)) +
 coord flip()
boxplot PC29 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC29)) +
 coord_flip()
boxplot PC30 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC30)) +
 coord flip()
boxplot PC31 <- scaled centered pokemon %>%
 ggplot() +
 geom boxplot(aes(PC31)) +
 coord_flip()
grid.arrange(boxplot PC25, boxplot PC26, boxplot PC27,
       boxplot PC28, boxplot PC29, boxplot PC30, boxplot PC31)
# Spatial Sign
spatial sign <- spatialSign(scaled centered pokemon)
prepared pokemon <- data.frame(spatial sign)</pre>
# columns:31
```

```
# Boxplots after Spatial Sign
t boxplot PC1 <- prepared pokemon %>%
ggplot() +
 geom_boxplot(aes(PC1)) +
 coord_flip()
t boxplot PC2 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC2)) +
 coord flip()
t boxplot PC3 <- prepared pokemon %>%
ggplot() +
 geom_boxplot(aes(PC3)) +
 coord flip()
t boxplot PC4 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC4)) +
 coord flip()
t_boxplot_PC5 <- prepared_pokemon %>%
 ggplot() +
 geom boxplot(aes(PC5)) +
coord flip()
t boxplot PC6 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC6)) +
 coord_flip()
t boxplot PC7 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC7)) +
 coord flip()
t boxplot PC8 <- prepared pokemon %>%
ggplot() +
 geom_boxplot(aes(PC8)) +
```

```
coord flip()
t boxplot PC9 <- prepared pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC9)) +
 coord_flip()
t_boxplot_PC10 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC10)) +
 coord flip()
t boxplot PC11 <- prepared pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC11)) +
 coord flip()
t boxplot PC12 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC12)) +
 coord flip()
      grid.arrange(t_boxplot_PC1, t_boxplot_PC2, t_boxplot_PC3, t_boxplot_PC4,
t boxplot PC5, t boxplot PC6,
       t boxplot PC7, t boxplot PC8, t boxplot PC9, t boxplot PC10, t boxplot PC11,
t boxplot PC12)
t boxplot PC13 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC13)) +
 coord_flip()
t boxplot PC14 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC14)) +
 coord flip()
t boxplot PC15 <- prepared pokemon %>%
ggplot() +
 geom boxplot(aes(PC15)) +
```

```
coord_flip()
t_boxplot_PC16 <- prepared pokemon %>%
ggplot() +
 geom_boxplot(aes(PC16)) +
 coord_flip()
t boxplot PC17 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC17)) +
 coord flip()
t boxplot PC18 <- prepared pokemon %>%
ggplot() +
 geom_boxplot(aes(PC18)) +
coord flip()
t boxplot PC19 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC19)) +
 coord flip()
t_boxplot_PC20 <- prepared_pokemon %>%
 ggplot() +
 geom boxplot(aes(PC20)) +
coord flip()
t boxplot PC21 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC21)) +
 coord_flip()
t boxplot PC22 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC22)) +
 coord flip()
t boxplot PC23 <- prepared pokemon %>%
ggplot() +
 geom_boxplot(aes(PC23)) +
```

```
coord flip()
t_boxplot_PC24 <- prepared pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC24)) +
coord_flip()
grid.arrange(t boxplot PC13, t boxplot PC14, t boxplot PC15, t boxplot PC16,
t boxplot PC17, t boxplot PC18,
       t boxplot PC19, t boxplot PC20, t boxplot PC21, t boxplot PC22, t boxplot PC23,
t boxplot PC24)
t_boxplot_PC25 <- prepared pokemon %>%
 ggplot() +
 geom_boxplot(aes(PC25)) +
 coord flip()
t boxplot PC26 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC26)) +
 coord flip()
t_boxplot_PC27 <- prepared_pokemon %>%
 ggplot() +
 geom boxplot(aes(PC27)) +
 coord flip()
t boxplot PC28 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC28)) +
 coord_flip()
t boxplot PC29 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC29)) +
 coord flip()
t boxplot PC30 <- prepared pokemon %>%
ggplot() +
 geom boxplot(aes(PC30)) +
```

```
coord flip()
t boxplot PC31 <- prepared pokemon %>%
 ggplot() +
 geom boxplot(aes(PC31)) +
 coord flip()
grid.arrange(t boxplot PC25, t boxplot PC26, t boxplot PC27,
       t boxplot PC28, t boxplot PC29, t boxplot PC30, t boxplot PC31)
# Turning pokemon ID into pokemon names -----
response pokemon[response pokemon == 1] <- "Bulbasaur"
response pokemon[response pokemon == 2] <- "Ivysaur"
response pokemon[response pokemon == 3] <- "Venusaur"
response pokemon[response pokemon == 4] <- "Charmander"
response pokemon[response pokemon == 5] <- "Charmeleon"
response pokemon[response pokemon == 6] <- "Charizard"
response pokemon[response pokemon == 7] <- "Squirtle"
response pokemon[response pokemon == 8] <- "Wartortle"
response pokemon[response pokemon == 9] <- "Blastoise"
response pokemon[response pokemon == 10] <- "Caterpie"
response pokemon[response pokemon == 11] <- "Metapod"
response pokemon[response pokemon == 12] <- "Butterfree"
response pokemon[response pokemon == 13] <- "Weedle"
response pokemon[response pokemon == 14] <- "Kakuna"
response pokemon[response pokemon == 15] <- "Beedrill"
response pokemon[response pokemon == 16] <- "Pidgey"
response pokemon[response pokemon == 17] <- "Pidgeotto"
response pokemon[response pokemon == 18] <- "Pidgeot"
response pokemon[response pokemon == 19] <- "Rattata"
response pokemon[response pokemon == 20] <- "Raticate"
response pokemon[response pokemon == 21] <- "Spearow"
response pokemon[response pokemon == 22] <- "Fearow"
response pokemon[response pokemon == 23] <- "Ekans"
response pokemon[response pokemon == 24] <- "Arbok"
response pokemon[response pokemon == 25] <- "Pikachu"
response pokemon[response pokemon == 26] <- "Raichu"
response pokemon[response pokemon == 27] <- "Sandshrew"
```

```
response pokemon[response pokemon == 28] <- "Sandslash"
response pokemon[response pokemon == 29] <- "NidoranF"
response pokemon[response pokemon == 30] <- "Nidorina"
response pokemon[response pokemon == 31] <- "Nidoqueen"
response pokemon[response pokemon == 32] <- "NidoranM"
response pokemon[response pokemon == 33] <- "Nidorino"
response pokemon[response pokemon == 34] <- "Nidoking"
response pokemon[response pokemon == 35] <- "Clefairy"
response pokemon[response pokemon == 36] <- "Clefable"
response pokemon[response pokemon == 37] <- "Vulpix"
response pokemon[response pokemon == 38] <- "Ninetales"
response pokemon[response pokemon == 39] <- "Jigglypuff"
response pokemon[response pokemon == 40] <- "Wigglytuff"
response pokemon[response pokemon == 41] <- "Zubat"
response pokemon[response pokemon == 42] <- "Golbat"
response pokemon[response pokemon == 43] <- "Oddish"
response pokemon[response pokemon == 44] <- "Gloom"
response pokemon[response pokemon == 45] <- "Vileplume"
response pokemon[response pokemon == 46] <- "Paras"
response pokemon[response pokemon == 47] <- "Parasect"
response pokemon[response pokemon == 48] <- "Venonat"
response pokemon[response pokemon == 49] <- "Venomoth"
response pokemon[response pokemon == 50] <- "Diglett"
response pokemon[response pokemon == 51] <- "Dugtrio"
response pokemon[response pokemon == 52] <- "Meowth"
response pokemon[response pokemon == 53] <- "Persian"
response pokemon[response pokemon == 54] <- "Psyduck"
response pokemon[response pokemon == 55] <- "Golduck"
response pokemon[response pokemon == 56] <- "Mankey"
response pokemon[response pokemon == 57] <- "Primeape"
response pokemon[response pokemon == 58] <- "Growlithe"
response pokemon[response pokemon == 59] <- "Arcanine"
response pokemon[response pokemon == 60] <- "Poliwag"
response pokemon[response pokemon == 61] <- "Poliwhirl"
response pokemon[response pokemon == 62] <- "Poliwrath"
response pokemon[response pokemon == 63] <- "Abra"
response pokemon[response pokemon == 64] <- "Kadabra"
response pokemon[response pokemon == 65] <- "Alakazam"
response pokemon[response pokemon == 66] <- "Machop"
response pokemon[response pokemon == 67] <- "Machoke"
```

```
response pokemon[response pokemon == 68] <- "Machamp"
response pokemon[response pokemon == 69] <- "Bellsprout"
response pokemon[response pokemon == 70] <- "Weepinbell"
response pokemon[response pokemon == 71] <- "Victreebel"
response pokemon[response pokemon == 72] <- "Tentacool"
response pokemon[response pokemon == 73] <- "Tantacruel"
response pokemon[response pokemon == 74] <- "Geodude"
response pokemon[response pokemon == 75] <- "Graveler"
response pokemon[response pokemon == 76] <- "Golem"
response pokemon[response pokemon == 77] <- "Ponvta"
response pokemon[response pokemon == 78] <- "Rapidash"
response pokemon[response pokemon == 79] <- "Slowpoke"
response pokemon[response pokemon == 80] <- "Slowbro"
response pokemon[response pokemon == 81] <- "Magnemite"
response pokemon[response pokemon == 82] <- "Magnetron"
response pokemon[response pokemon == 83] <- "Farfetch'd"
response pokemon[response pokemon == 84] <- "Doduo"
response pokemon[response pokemon == 85] <- "Dodio"
response pokemon[response pokemon == 86] <- "Seel"
response pokemon[response pokemon == 87] <- "Dewgong"
response pokemon[response pokemon == 88] <- "Grimer"
response pokemon[response pokemon == 89] <- "Muk"
response pokemon[response pokemon == 90] <- "Shellder"
response pokemon[response pokemon == 91] <- "Cloyster"
response pokemon[response pokemon == 92] <- "Gastly"
response pokemon[response pokemon == 93] <- "Haunter"
response pokemon[response pokemon == 94] <- "Gengar"
response pokemon[response pokemon == 95] <- "Onix"
response pokemon[response pokemon == 96] <- "Drowzee"
response pokemon[response pokemon == 97] <- "Hypno"
response pokemon[response pokemon == 98] <- "Krabby"
response pokemon[response pokemon == 99] <- "Kingler"
response pokemon[response pokemon == 100] <- "Voltorb"
response pokemon[response pokemon == 101] <- "Electrode"
response pokemon[response pokemon == 102] <- "Exeggcute"
response pokemon[response pokemon == 103] <- "Exeggutor"
response pokemon[response pokemon == 104] <- "Cubone"
response pokemon[response pokemon == 105] <- "Marowak"
response pokemon[response pokemon == 106] <- "Hitmonlee"
response pokemon[response pokemon == 107] <- "Hitmonchan"
```

```
response pokemon[response pokemon == 108] <- "Lickitung"
response pokemon[response pokemon == 109] <- "Koffing"
response pokemon[response pokemon == 110] <- "Weezing"
response pokemon[response pokemon == 111] <- "Rhyhorn"
response pokemon[response pokemon == 112] <- "Rhydon"
response pokemon[response pokemon == 113] <- "Chansey"
response pokemon[response pokemon == 114] <- "Tangela"
response pokemon[response pokemon == 115] <- "Kangaskhan"
response pokemon[response pokemon == 116] <- "Horsea"
response pokemon[response pokemon == 117] <- "Seadra"
response pokemon[response pokemon == 118] <- "Goldeen"
response pokemon[response pokemon == 119] <- "Seaking"
response pokemon[response pokemon == 120] <- "Staryu"
response pokemon[response pokemon == 121] <- "Starmie"
response pokemon[response pokemon == 122] <- "MrMime"
response pokemon[response pokemon == 123] <- "Scyther"
response pokemon[response pokemon == 124] <- "Jynx"
response pokemon[response pokemon == 125] <- "Electabuzz"
response pokemon[response pokemon == 126] <- "Magmar"
response pokemon[response pokemon == 127] <- "Pinsir"
response pokemon[response pokemon == 128] <- "Tauros"
response pokemon[response pokemon == 129] <- "Magikarp"
response pokemon[response pokemon == 130] <- "Gyarados"
response pokemon[response pokemon == 131] <- "Lapras"
response pokemon[response pokemon == 132] <- "Ditto"
response pokemon[response pokemon == 133] <- "Eevee"
response pokemon[response pokemon == 134] <- "Vaporeon"
response pokemon[response pokemon == 135] <- "Jolteon"
response pokemon[response pokemon == 136] <- "Flareon"
response pokemon[response pokemon == 137] <- "Porygon"
response pokemon[response pokemon == 138] <- "Omanyte"
response pokemon[response pokemon == 139] <- "Omastar"
response pokemon[response pokemon == 140] <- "Kabuto"
response pokemon[response pokemon == 141] <- "Kabutops"
response pokemon[response pokemon == 142] <- "Aerodactyl"
response pokemon[response pokemon == 143] <- "Snorlax"
response pokemon[response pokemon == 144] <- "Articuno"
response pokemon[response pokemon == 145] <- "Zapdos"
response pokemon[response pokemon == 146] <- "Moltres"
response pokemon[response pokemon == 147] <- "Dratini"
```

```
response pokemon[response pokemon == 148] <- "Dragonair"
response pokemon[response pokemon == 149] <- "Dragonite"
response pokemon[response pokemon == 150] <- "Mewtwo"
response pokemon[response pokemon == 151] <- "Mew"
# Data Splitting ------
# Check Response Balance
ggplot(data = response pokemon) +
 geom bar(aes(pokemonId)) +
 labs(x = "Pokemon ID", y = "Frequency", title = "Distribution of Pokemon ID")
# Data Splitting using Stratified Random Sampling
set.seed(1234)
subset rows <- createDataPartition(response pokemon$pokemonId, p = .25, list = FALSE)
response subset <- response pokemon[subset rows, ]
pokemon subset <- prepared pokemon[subset rows, ]</pre>
response subset <- as.data.frame(response subset)
colnames(response subset) <- "pokemonId"</pre>
training rows <- createDataPartition(response subset$pokemonId, p = .80, list = FALSE)
training predictors <- pokemon subset[training rows, ] # obs: 236786 columns: 31
training response <- response subset[training rows, ] # obs: 23676 columns: 1
testing predictors <- pokemon subset[-training rows, ] # obs: 59196 columns: 31
testing response <- response subset[-training rows, ] # obs: 59196 columns: 1
# removing observations that only occur once
combined_training <- data.frame(training response, training predictors)</pre>
training single observations <- combined training %>%
 group by(training response) %>%
 tally() %>%
 filter(n == 1) \%>%
 select(-n)
c <- as.character(training single observations$training response)
```

```
reduced training <- combined training[!combined training$training response %in% c, ]
reduced training response <- reduced training $\text{training response}$
reduced training predictors <- reduced training[, 2:32]
# making factors
training response <- as.factor(training response)
reduced training response <- as.factor(reduced training response)
testing response <- as.factor(testing response)
# Linear Classification Models ------
# Logistic Regression WORKS ON A TEENY SAMPLE SO IT'LL TAKE TIME
ctrl <- trainControl(</pre>
 method = "LGOCV",
 summaryFunction = defaultSummary,
 savePredictions = TRUE
set.seed(1234)
logistic regression <- train(training predictors,
                 y = training response,
                 method = "multinom",
                 metric = "Kappa",
                 trControl = ctrl
                 maxit = 5,
                 MaxNWts = 4896
)
logistic regression
plot(logistic regression, main = "Plot of Logistic Regression")
confusionMatrix(
 data = logistic regression$pred$pred,
 reference = logistic regression$pred$obs
)
# Linear Discriminant Analysis
```

```
set.seed(1234)
lda model <- train(training predictors,</pre>
           y = training response,
           method = "lda",
           metric = "Kappa",
           trControl = ctrl
)
lda model
plot(lda model, main = "Plot of Linear Discriminant Analysis")
confusionMatrix(
 data = Ida model$pred$pred,
 reference = lda model$pred$obs
)
# Partial Least Squares Discriminant Analysis WORKS ON A TEENY SAMPLE SO IT'LL
TAKE TIME
ctrl <- trainControl(
 summaryFunction = defaultSummary,
 savePredictions = TRUE
)
set.seed(1234)
pls model <- train(
 x = training predictors,
 y = training response,
 method = "pls",
 tuneGrid = expand.grid(.ncomp = 1:20),
 metric = "Kappa",
 trControl = ctrl,
 maxit = 10000
pls model
plot(pls model, main = "Plot of PLS Discriminant Analysis")
confusionMatrix(
```

```
data = pls model$pred$pred,
 reference = pls model$pred$obs
)
# Penalized Model ERROR: NO CLASS CAN HAVE 1 OR 0 OBSERVATIONS
ctrl <- trainControl(
 method = "LGOCV",
 summaryFunction = defaultSummary,
 savePredictions = TRUE
)
glmnGrid <- expand.grid(</pre>
 .alpha = c(0, .1, .2, .4, .6, .8, 1),
 .lambda = seq(.01, .2, length = 10)
)
set.seed(123)
penalized model <- train(
x = reduced training predictors,
y = reduced training response,
method = "glmnet",
tuneGrid = glmnGrid,
 metric = "Kappa",
 trControl = ctrl
penalized model
plot(penalized model, main = "Plot of Penalized Model")
confusionMatrix(
 data = penalized model$pred$pred,
 reference = penalized model$pred$obs
# Non-Linear Classification Models ------
# Quadratic Regularized Discriminant Analysis NEEDS TO REMOVE SINGLE RECORD
CLASSES
ctrl nonLinear models <- trainControl(</pre>
```

```
method = "LGOCV",
 number = 10,
 classProbs = FALSE,
 savePredictions = TRUE,
 summaryFunction = defaultSummary
set.seed(123)
qda model <- train(
 x = reduced training predictors,
 y = reduced training response,
 method = "qda",
 metric = "Kappa",
 trControl = ctrl nonLinear models
qda model
plot(qda model, main = "Plot of Quadratic Regularized Discriminant Analysis")
confusionMatrix(
 data = qda model$pred$pred,
 reference = qda_model$pred$obs
)
# Regularized Discriminant Analysis RETURNING ONLY ZEROS FOR ACCURACY AND
KAPPA
set.seed(123)
rda model <- train(
 x = training predictors,
 y = training response,
 method = "rda",
 metric = "Kappa",
 tuneGrid = expand.grid(.lambda = 1:3, .gamma = 1:3),
 trControl = ctrl nonLinear models
)
rda model
plot(rda model, main = "Plot of Regularized Discriminant Analysis")
```

```
confusionMatrix(
 data = rda model$pred$pred,
 reference = rda model$pred$obs
)
# Mixture Discriminant Analysis
set.seed(123)
mda model <- train(
 x = training predictors,
 y = training response,
 method = "mda",
 metric = "Kappa",
 tuneGrid = expand.grid(.subclasses = 1:10),
 trControl = ctrl_nonLinear_models
mda model
plot(mda model, main = "Plot of Mixture Discriminant Analysis")
confusionMatrix(
 data = mda model$pred$pred,
 reference = mda model$pred$obs
)
# Neural Networks
ctrl nonLinear models <- trainControl(</pre>
 method = "LGOCV",
 number = 10,
 classProbs = FALSE,
 savePredictions = TRUE,
 summaryFunction = defaultSummary
nnetGrid \leftarrow expand.grid(.size = 1:10, .decay = c(0, .1, 1, 2))
maxSize <- max(nnetGrid$.size)</pre>
numWts <- (maxSize * (31 + 1) + (maxSize + 1) * 144) ## 31 is the number of predictors, 144
classes (pokemon IDs)
nnet model <- train(</pre>
 x = training predictors,
```

```
y = training response,
 method = "nnet",
 metric = "Kappa",
 tuneGrid = nnetGrid,
 trace = FALSE,
 maxit = 100,
 MaxNWts = numWts,
 trControl = ctrl nonLinear models
nnet model
plot(nnet model, main = "Plot of Neural Networks")
confusionMatrix(
 data = nnet model$pred$pred,
 reference = nnet model$pred$obs
# Flexible Discriminant Analysis
marsGrid <- expand.grid(.degree = 1:2, .nprune = 2:35)
set.seed(1234)
fda model <- train(
 x = training predictors,
 y = training response,
 method = "fda",
 tuneGrid = marsGrid,
 trControl = ctrl nonLinear models
)
fda model
plot(fda_model, main = "Plot of Flexible Discriminant Analysis")
confusionMatrix(
 data = fda model$pred$pred,
 reference = fda model$pred$obs
)
```

```
# Support Vector Machines
sigmaRangeReduced <- sigest(as.matrix(training predictors))</pre>
svmRGridReduced <- expand.grid(</pre>
 .sigma = sigmaRangeReduced[1],
 .C = 2^{seq(-4, 6)}
set.seed(123)
svm model <- train(</pre>
 x = training predictors,
 y = training response,
 method = "svmRadial",
 metric = "Kappa",
 tuneGrid = svmRGridReduced,
 fit = FALSE,
 trainControl = ctrl nonLinear models
svm model
plot(svm_model, main = "Plot of Support Vector Machine")
confusionMatrix(
 data = svm model$pred$pred,
 reference = svm model$pred$obs
# K-Nearest Neighbors
set.seed(123)
knn model <- train(
 x = training_predictors,
 y = training response,
 method = "knn",
 metric = "Kappa",
 ## tuneGrid = data.frame(.k = c(4*(0.5)+1, 20*(1.5)+1, 50*(2.9)+1)), ## 21 is the best
 tuneGrid = data.frame(.k = 1:50),
 trControl = ctrl nonLinear models
)
knn model
```

```
plot(knn model, main = "Plot of K-Nearest Neighbors")
confusionMatrix(
 data = knn model$pred$pred,
 reference = knn model$pred$obs
)
# Naive Bayes NEED TO REMOVE SINGLE OBSERVATIONS
set.seed(123)
nb model <- train(
 x = reduced training predictors,
 y = reduced training response,
 method = "nb",
 metric = "Kappa",
 tuneGrid = data.frame(.fL = 2, .usekernel = TRUE, .adjust = TRUE),
 trControl = ctrl nonLinear models
nb model
plot(nb_model, main = "Plot of Naive Bayes")
confusionMatrix(
 data = nb model$pred$pred,
 reference = nb model$pred$obs
)
# Predictions ------
# predicting on testing side for two best models
pred1 <- predict(knn model, newdata = testing predictors)</pre>
postResample(pred = pred1, obs = testing response)
pred2 <- predict(nb model, obs = testing predictors)</pre>
postResample(pred = pred2, obs = testing response)
# confusion matrix for two best models
confusionMatrix(
 data = knn model$pred$pred,
```

```
reference = knn_model$pred$obs
)

confusionMatrix(
    data = nb_model$pred$pred,
    reference = nb_model$pred$obs
)

# variance importance
imp1 <- filterVarImp(knn_model, estimate = "Kappa", scale = FALSE)
plot(imp1, top = 5, main = "K-nearest Neighbor")

imp2 <- varImp(nb_model, scale = FALSE)
plot(imp2, top = 5, main = "Naive Bayes Model")
```