### MMA Significant Strikes Model

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#### Import Libraries And Data

```
library(readr)
library(tidyverse)
library(dplyr)
library(tidyr)
library(glmnet)
library(MASS)
library(ggplot2)
MMA <- read_csv("/Users/david/Code/1223/mma_new.csv" )</pre>
## Parsed with column specification:
## cols(
##
     .default = col_double(),
##
     B_Name = col_character(),
##
     Date = col_character(),
##
     R_Name = col_character(),
     winby = col_character(),
##
     winner = col_character()
## See spec(...) for full column specifications.
```

#### Data Manipulation and Exploration

I begin to clean the raw data. I filter for rows in which significant strikes are actually landed and then select the desired features. Lastly, I create the response variable, rwin.

```
B_2_clinch = `B__Round2_Strikes_Clinch Significant Strikes_Landed`,
       B_2_ground = `B__Round2_Strikes_Ground Significant Strikes_Landed`,
       B_2_head = `B__Round2_Strikes_Head Significant Strikes_Landed`,
       B_2_legs = `B__Round2_Strikes_Legs Significant Strikes_Landed`,
       B_2_total = `B__Round2_Strikes_Significant Strikes_Landed`,
       R_1_body = `R__Round1_Strikes_Body Significant Strikes_Landed`,
       R_1_clinch = `R__Round1_Strikes_Clinch Significant Strikes_Landed`,
       R_1_ground = `R__Round1_Strikes_Ground Significant Strikes_Landed`,
       R_1_head = `R__Round1_Strikes_Head Significant Strikes_Landed`,
       R_1_legs = `R__Round1_Strikes_Legs Significant Strikes_Landed`,
       R_1_total = `R__Round1_Strikes_Significant Strikes_Landed`,
       R 2 body = `R Round2 Strikes Body Significant Strikes Landed`,
       R_2_clinch = `R__Round2_Strikes_Clinch Significant Strikes_Landed`,
       R_2_ground = `R__Round2_Strikes_Ground Significant Strikes_Landed`,
       R_2_head = `R__Round2_Strikes_Head Significant Strikes_Landed`,
       R_2_legs = `R__Round2_Strikes_Legs Significant Strikes_Landed`,
       R_2_total = `R__Round2_Strikes_Significant Strikes_Landed`) %>%
mutate(pR_1_body = R_1_body/(R_1_body+B_1_body),
       pR_1_clinch = R_1_clinch/(R_1_clinch+B_1_clinch),
       pR_1_ground = R_1_ground/(R_1_ground+B_1_ground),
       pR_1_{head} = R_1_{head}/(R_1_{head}+B_1_{head}),
       pR_1_{legs} = R_1_{legs}/(R_1_{legs}+B_1_{legs}),
       pR_1_total = R_1_total/(R_1_total+B_1_total),
       pR_12\_body = (R_1\_body+R_2\_body)/(R_1\_body+R_2\_body+R_1\_body+R_2\_body),
       pR_12_clinch = (R_1_clinch+R_2_clinch)/(R_1_clinch+R_2_clinch+B_1_clinch+B_2_clinch),
       pR 12 ground = (R 1 ground+R 2 ground)/(R 1 ground+R 2 ground+B 1 ground+B 2 ground),
       pR_12_head = (R_1_head+R_2_head)/(R_1_head+R_2_head+R_1_head+R_2_head),
       pR_12_{legs} = (R_1_{legs+R_2_{legs}}/(R_1_{legs+R_2_{legs}}, 1_{legs+R_2_{legs}}),
       pR_12_total = (R_1_total+R_2_total)/(R_1_total+R_2_total+B_1_total+B_2_total)) %>%
mutate(rwin = ifelse((winner == 'red'),1,0)) %>%
dplyr::select(-"winner")%>%
filter(Last round != 1)
```

Here we filter to only fights ending in rounds two or three. This eliminates a) fights which last more than three rounds (title bouts), and b) fights which end in the first round. We do not want to look at first round ending fights, because those do not investigate the hypothesis of "chronic weakening" between rounds.

```
MMA_KO2 <- MMA_filtered %>% filter(Last_round == 2)
MMA_KO3 <- MMA_filtered %>% filter(Last_round == 3)
head(MMA_KO2)
```

```
B_1_body B_1_clinch B_1_ground B_1_head B_1_legs B_1_total B_2_body
##
## 1
             2
                          2
                                                          9
                                      0
                                                1
                                                                     12
                                                                                3
             3
                         7
## 2
                                      8
                                               15
                                                          2
                                                                     20
                                                                                2
## 3
            10
                         26
                                      0
                                               41
                                                         16
                                                                     67
                                                                                6
## 4
             1
                         6
                                      9
                                               15
                                                          1
                                                                     17
                                                                                2
## 5
             6
                          1
                                      1
                                               17
                                                          3
                                                                     26
                                                                                6
                          0
                                      9
                                               40
                                                          8
## 6
            11
                                                                     59
     B_2_clinch B_2_ground B_2_head B_2_legs B_2_total Fight_ID Last_round
## 1
               1
                            0
                                      7
                                                6
                                                          16
                                                                  4949
                                                                                  2
## 2
               5
                            0
                                      2
                                                5
                                                           9
                                                                  5024
                                                                                  2
                            0
                                     20
                                                3
                                                                                  2
## 3
              11
                                                          29
                                                                  5081
## 4
               6
                           10
                                     20
                                                1
                                                          23
                                                                                  2
                                                                  5120
```

```
28
                                                             5033
## 5
                                            5
                                                      39
## 6
              0
                         0
                                  38
                                            4
                                                      51
                                                             5088
     R_1_body R_1_clinch R_1_ground R_1_head R_1_legs R_1_total R_2_body
## 1
            3
                       0
                                   3
                                            0
                                                      0
                                                                3
                                                                          1
                                            3
## 2
            0
                        0
                                   0
                                                      0
                                                                3
                                                                         18
                                           12
## 3
            0
                        3
                                   0
                                                      1
                                                               13
                                                                          0
## 4
                        9
                                   2
                                           11
                                                     11
                                                               26
                                                                          0
            5
                        3
                                   0
                                           29
                                                      9
                                                               43
                                                                          3
## 5
## 6
            6
                        4
                                   0
                                           16
                                                      2
                                                               24
                                                                          7
     R_2_clinch R_2_ground R_2_head R_2_legs R_2_total pR_1_body pR_1_clinch
              1
                         1
                                  1
                                           0
                                                       2 0.6000000
                                                                      0.000000
                                            0
## 2
              4
                          1
                                  41
                                                      59 0.0000000
                                                                      0.000000
## 3
              0
                          0
                                   4
                                            3
                                                       7 0.0000000
                                                                      0.1034483
## 4
              0
                          0
                                  13
                                            0
                                                      13 0.8000000
                                                                      0.6000000
## 5
                         0
                                  18
                                            3
                                                      24 0.4545455
                                                                      0.7500000
              1
## 6
              3
                         5
                                  24
                                            1
                                                      32 0.3529412
                                                                      1.0000000
     pR\_1\_ground \ pR\_1\_head \ pR\_1\_legs \ pR\_1\_total \ pR\_12\_body \ pR\_12\_clinch
##
       1.0000000 0.0000000 0.00000000 0.2000000 0.4444444
                                                                 0.2500000
## 2
       0.0000000 0.1666667 0.00000000 0.1304348 0.7826087
                                                                 0.2500000
## 3
             NaN 0.2264151 0.05882353 0.1625000 0.0000000
                                                                 0.0750000
## 4
       0.1818182 0.4230769 0.91666667
                                       0.6046512 0.5714286
                                                                 0.4285714
       0.0000000 \ 0.6304348 \ 0.75000000 \ 0.6231884 \ 0.4000000
                                                                 0.666667
       0.0000000\ 0.2857143\ 0.20000000\ 0.2891566\ 0.3939394
## 6
                                                                 1.0000000
     pR_12_ground pR_12_head pR_12_legs pR_12_total rwin
##
## 1
        1.0000000 0.1111111 0.0000000
                                           0.1515152
## 2
        0.1111111 0.7213115 0.0000000
                                           0.6813187
                                                         1
## 3
              NaN 0.2077922 0.1739130
                                           0.1724138
                                                         1
## 4
        0.0952381
                   0.4067797
                               0.8461538
                                                         0
                                           0.4936709
## 5
        0.0000000 0.5108696
                              0.6000000
                                           0.5075758
                                                         1
        0.3571429 0.3389831
                              0.2000000
## 6
                                           0.3373494
                                                         0
```

head(MMA\_KO3)

##		B_1_body B	_1_clinch B_	_1_ground	B_1_head	B_1_legs	B_1_total	B_2_body
##	1	8	10	3	14	0	22	7
##	2	7	13	3	9	3	19	8
##	3	2	3	0	14	10	26	1
##	4	15	21	0	6	6	27	13
##	5	8	0	5	4	12	24	16
##	6	9	13	10	21	18	48	12
##		B_2_clinch	B_2_ground	$B_2_{head}$	B_2_legs	B_2_total	Fight_ID	Last_round
##	1	4	0	19	0	26	4850	3
##	2	10	0	7	1	16	4911	3
##	3	1	0	21	9	31	4945	3
##	4	10	3	17	1	31	5079	3
##	5	5	1	15	13	44	5089	3
##	6	10	2	25	11	48	5285	3
##		R_1_body R	_1_clinch R_	_1_ground	$R_1_{head}$	R_1_legs	R_1_total	R_2_body
##	1	1	0	1	1	1	3	18
##	2	5	0	0	16	2	23	9
##	3	5	0	9	23	1	29	3
##	4	2	1	2	2	0	4	2
##	5	13	15	6	33	13	59	12
##	6	5	17	8	38	1	44	6
##		R_2_clinch	R_2_ground	$R_2_{head}$	$R_2_{legs}$	R_2_total	pR_1_body	pR_1_clinch

```
## 1
                        5
                                 4
                                          0
                                                   22 0.1111111 0.00000000
## 2
             1
                        0
                                17
                                          2
                                                   28 0.4166667 0.00000000
             0
## 3
                        0
                                 5
                                          0
                                                    8 0.7142857 0.00000000
             4
                        0
                                 2
                                          1
## 4
                                                    5 0.1176471 0.04545455
## 5
            11
                        3
                                29
                                          6
                                                   47 0.6190476 1.00000000
## 6
             8
                        0
                                10
                                          0
                                                   16 0.3571429 0.56666667
    pR_1_ground pR_1_head pR_1_legs pR_1_total pR_12_body pR_12_clinch
      0.2500000 0.06666667 1.00000000 0.1200000 0.5588235 0.39130435
## 1
## 2
      0.0000000 0.64000000 0.40000000
                                       0.5476190 0.4827586
                                                              0.04166667
## 3
      1.0000000 0.62162162 0.09090909 0.5272727 0.7272727
                                                              0.0000000
      1.0000000 0.25000000 0.00000000 0.1290323 0.1250000
                                                              0.13888889
## 5
      0.5454545 0.89189189 0.52000000 0.7108434 0.5102041
                                                              0.83870968
      0.4444444 0.64406780 0.05263158 0.4782609 0.3437500
## 6
                                                              0.52083333
    pR_12_ground pR_12_head pR_12_legs pR_12_total rwin
##
## 1
       0.6666667 0.1315789 1.00000000
                                         0.3424658
                                                      1
## 2
       0.0000000 0.6734694 0.50000000
                                         0.5930233
                                                      0
## 3
       1.0000000 0.4444444 0.05000000
                                         0.3936170
                                                      1
## 4
       0.4000000 0.1481481 0.12500000
                                         0.1343284
                                                      0
## 5
       0.6000000 0.7654321 0.43181818
                                                      0
                                         0.6091954
## 6
       0.4000000 0.5106383 0.03333333
                                         0.3846154
                                                      0
```

remove bad rows

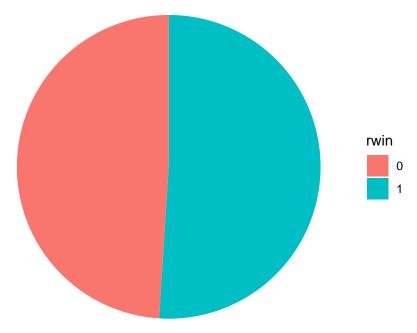
```
MMA_KO2 <- na.omit(MMA_KO2)
MMA_KO3 <- na.omit(MMA_KO3)</pre>
```

temp dataframe for the piecharts of response variable

piechart for round two KO

```
ggplot(piechart, aes(x="", y=value_02, fill=rwin))+
geom_bar(width=1,stat="identity")+
coord_polar("y",start = 0)+
theme_void()+
labs(title="Round 2 KO/TKO")+
theme(plot.title = element_text(size=36))
```

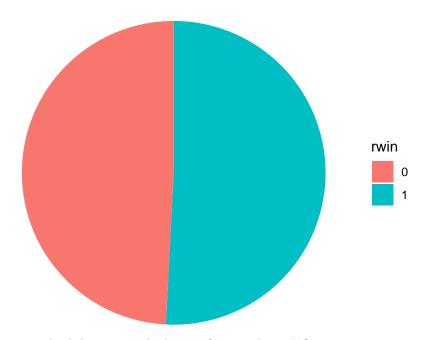
# Round 2 KO/TKO



piechart for round three KO

```
ggplot(piechart, aes(x="", y=value_03, fill=rwin))+
geom_bar(width=1,stat="identity")+
coord_polar("y",start = 0)+
theme_void()+
labs(title="Round 3 KO/TKO")+
theme(plot.title = element_text(size=36))
```

## Round 3 KO/TKO



basic standard deviation calculations for round two KOs

## [1] 0.3184997

```
sd(MMA_KO2$pR_1_body)
## [1] 0.2451805
sd(MMA_KO2$pR_1_clinch)
## [1] 0.3062448
sd(MMA_KO2$pR_1_ground)
## [1] 0.3670778
sd(MMA_KO2$pR_1_head)
## [1] 0.2225709
sd(MMA_KO2$pR_1_legs)
## [1] 0.314346
basic standard deviation calculations for round three KOs
sd(MMA_KO3$pR_12_body)
## [1] 0.2590966
sd(MMA_KO3$pR_12_clinch)
## [1] 0.3032977
sd(MMA_KO3$pR_12_ground)
```

```
sd(MMA_KO3$pR_12_head)
## [1] 0.1976803
sd(MMA_KO3$pR_12_legs)
## [1] 0.2900054
Modeling
Full Models:
simply building the models here. validation done later in code
full multiple binary logistic regression for round two KOs
attach (MMA KO2)
KO2.fit <- glm(rwin ~ pR_1_body+pR_1_clinch+pR_1_ground+pR_1_head+pR_1_legs, data = MMA_KO2, family = b</pre>
KO2.probs <- predict(KO2.fit,type = "response")</pre>
KO2.pred <- ifelse(KO2.probs > 0.5, "1", "0")
table(KO2.pred,rwin)
##
           rwin
## KO2.pred 0 1
          0 33 18
##
##
          1 16 33
summary(KO2.fit)$coefficients
##
                  Estimate Std. Error
                                           z value
                                                      Pr(>|z|)
## (Intercept) -1.48129529  0.6245137 -2.37191786  0.01769602
              -0.07179261 1.1211979 -0.06403206 0.94894470
## pR_1_body
## pR 1 clinch 0.20522578 0.8759550 0.23428803 0.81476138
## pR_1_ground -0.18646445 0.7125215 -0.26169659 0.79355537
## pR_1_head
                2.14876299 1.4111686 1.52268338 0.12783794
## pR_1_legs
                0.96098340 0.7610844 1.26265030 0.20671488
detach(MMA_KO2)
accuracy = (33 + 33)/(33+18+16+33) = 66/100 = 66.0\%
full multiple binary logistic regression for round three KOs
attach (MMA KO3)
KO3.fit <- glm(rwin ~ pR_12_body+pR_12_clinch+pR_12_ground+pR_12_head+pR_12_legs, data = MMA_KO3, famil
KO3.probs <- predict(KO3.fit,type = "response")</pre>
KO3.pred <- ifelse(KO3.probs > 0.5, "1", "0")
table(KO3.pred,rwin)
##
           rwin
## KO3.pred 0 1
##
          0 20 12
##
          1 10 19
summary(KO3.fit)
##
## Call:
## glm(formula = rwin ~ pR_12_body + pR_12_clinch + pR_12_ground +
```

pR\_12\_head + pR\_12\_legs, family = binomial, data = MMA\_KO3)

```
##
## Deviance Residuals:
      Min
                1Q
                    Median
                                  3Q
## -1.7576 -0.9829 0.6795 1.0521
                                       1.7245
## Coefficients:
               Estimate Std. Error z value Pr(>|z|)
## (Intercept) -1.03292
                           0.81049 -1.274
                                             0.2025
## pR_12_body
                3.41096
                           1.66838
                                    2.044
                                             0.0409 *
## pR_12_clinch -1.27975
                         1.26222 -1.014
                                             0.3106
## pR_12_ground 0.07223
                           1.01355
                                    0.071
                                             0.9432
## pR_12_head
                           1.84620 -0.268
                                             0.7890
              -0.49402
## pR_12_legs
                0.43424
                           1.24902
                                    0.348
                                             0.7281
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
      Null deviance: 84.548 on 60 degrees of freedom
## Residual deviance: 77.081 on 55 degrees of freedom
## AIC: 89.081
## Number of Fisher Scoring iterations: 4
detach (MMA_KO3)
accuracy: (20+19)/(20+12+10+19) = 39/61 = 63.9\%
```

round two KOs

```
step.KO2.fit <- KO2.fit %>% stepAIC(trace = T)
## Start: AIC=141.31
## rwin ~ pR_1_body + pR_1_clinch + pR_1_ground + pR_1_head + pR_1_legs
##
##
                 Df Deviance
## - pR_1_body
                  1
                     129.31 139.31
## - pR_1_clinch 1
                     129.36 139.36
## - pR_1_ground 1
                     129.38 139.38
## - pR_1_legs
                     130.92 140.92
                  1
## <none>
                     129.31 141.31
## - pR_1_head
                     131.72 141.72
                 1
##
## Step: AIC=139.31
## rwin ~ pR_1_clinch + pR_1_ground + pR_1_head + pR_1_legs
##
                 Df Deviance
                                AIC
## - pR_1_clinch 1
                     129.36 137.36
## - pR_1_ground 1
                     129.38 137.38
## - pR_1_legs
                  1
                     131.03 139.03
## <none>
                     129.31 139.31
## - pR_1_head
                 1
                    131.74 139.74
##
## Step: AIC=137.36
```

Choosing Models Via Backward Elimination With AIC As Criterion

```
## rwin ~ pR_1_ground + pR_1_head + pR_1_legs
##
                 Df Deviance
##
## - pR_1_ground 1
                      129.46 135.46
## - pR_1_legs
                      131.09 137.09
## <none>
                      129.36 137.36
                     132.88 138.88
## - pR_1_head
                  1
##
## Step: AIC=135.46
## rwin ~ pR_1_head + pR_1_legs
##
               Df Deviance
## - pR_1_legs 1 131.36 135.36
## <none>
                    129.46 135.46
## - pR_1_head 1
                   133.66 137.66
##
## Step: AIC=135.36
## rwin ~ pR_1_head
##
##
               Df Deviance
                              AIC
## <none>
                    131.36 135.36
## - pR_1_head 1
                    138.59 140.59
summary(step.KO2.fit)
##
## Call:
## glm(formula = rwin ~ pR_1_head, family = binomial, data = MMA_KO2)
##
## Deviance Residuals:
##
       Min
                 1Q Median
                                   3Q
                                           Max
## -1.6995 -1.1025
                    0.7126
                             1.0908
                                        1.5477
##
## Coefficients:
               Estimate Std. Error z value Pr(>|z|)
## (Intercept) -1.2617
                            0.5445 -2.317
                                             0.0205 *
                                     2.574
                 2.5405
                            0.9870
                                             0.0101 *
## pR_1_head
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
       Null deviance: 138.59 on 99 degrees of freedom
##
## Residual deviance: 131.36 on 98 degrees of freedom
## AIC: 135.36
## Number of Fisher Scoring iterations: 4
For round 2 knockouts, the model with one predictor, proportion of round one significant head strikes, is
chosen as the sole predictor variable when AIC is the model selection criterion used.
round three KOs
step.KO3.fit <- KO3.fit %>% stepAIC(trace = T)
```

## Start: AIC=89.08

```
## rwin ~ pR_12_body + pR_12_clinch + pR_12_ground + pR_12_head +
##
      pR_12_legs
##
##
                  Df Deviance
                                 AIC
## - pR_12_ground 1
                      77.086 87.086
                      77.153 87.153
## - pR_12_head
                   1
## - pR_12_legs
                      77.202 87.202
                   1
                       78.152 88.152
## - pR_12_clinch 1
## <none>
                       77.081 89.081
## - pR_12_body
                      81.736 91.736
                   1
## Step: AIC=87.09
## rwin ~ pR_12_body + pR_12_clinch + pR_12_head + pR_12_legs
##
##
                  Df Deviance
                                 AIC
## - pR_12_head
                   1
                       77.153 85.153
## - pR_12_legs
                       77.203 85.203
                   1
## - pR_12_clinch 1
                      78.154 86.154
## <none>
                       77.086 87.086
                      81.959 89.959
## - pR_12_body
##
## Step: AIC=85.15
## rwin ~ pR_12_body + pR_12_clinch + pR_12_legs
##
                  Df Deviance
                                 AIC
## - pR_12_legs
                   1
                     77.252 83.252
## - pR_12_clinch 1
                       78.505 84.505
                       77.153 85.153
## <none>
                       82.010 88.010
## - pR_12_body
                   1
##
## Step: AIC=83.25
## rwin ~ pR_12_body + pR_12_clinch
##
##
                  Df Deviance
                                 AIC
## - pR_12_clinch 1 78.528 82.528
## <none>
                       77.252 83.252
## - pR_12_body
                      84.113 88.113
##
## Step: AIC=82.53
## rwin ~ pR_12_body
##
##
                Df Deviance
                               ATC
## <none>
                     78.528 82.528
## - pR_12_body 1 84.548 86.548
summary(step.KO3.fit)
##
## Call:
## glm(formula = rwin ~ pR_12_body, family = binomial, data = MMA_KO3)
## Deviance Residuals:
                      Median
                                   3Q
                                           Max
      Min
                 1Q
                      0.7039
                                        1.6926
## -1.7417 -1.1344
                              1.0300
##
```

```
## Coefficients:
##
              Estimate Std. Error z value Pr(>|z|)
## (Intercept) -1.315
                       0.642 - 2.048
                                  2.323
                                           0.0202 *
## pR_12_body
                 2.584
                           1.113
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
##
      Null deviance: 84.548 on 60 degrees of freedom
## Residual deviance: 78.528 on 59
                                   degrees of freedom
## AIC: 82.528
##
## Number of Fisher Scoring iterations: 4
```

For round 3 knockouts, the model with one predictor, proportion of round one significant body strikes, is chosen as the sole predictor variable when AIC is the model selection criterion used.

#### Model Backward Elimination AIC Chosen Variables

round two KOs

```
attach (MMA_KO2)
KO2.probs <- predict(step.KO2.fit,type = "response")</pre>
KO2.pred <- ifelse(KO2.probs > 0.5, "1", "0")
table(KO2.pred,rwin)
##
           rwin
## KO2.pred 0 1
##
          0 30 20
##
          1 19 31
detach (MMA_KO2)
Accuracy: (31+30)/(30+20+19+31) = 61/100 = 61.0\%
round three KOs
attach (MMA_KO3)
KO3.probs <- predict(step.KO3.fit,type = "response")</pre>
KO3.pred <- ifelse(KO3.probs > 0.5, "1", "0")
table(KO3.pred, rwin)
##
           rwin
## KO3.pred 0 1
##
          0 19 9
          1 11 22
detach (MMA KO3)
```

accuracy: (19+22)/(19+9+11+22) = 41/61 = 67.2% (more accurate than full model, surprisingly)

#### Train/Test Full Models

validation set full model round two KOs

```
set.seed(1)
train_index_MMA_KO2 <- sample(nrow(MMA_KO2), nrow(MMA_KO2)*0.75)
train_MMA_KO2 <- MMA_KO2[train_index_MMA_KO2,]</pre>
```

```
test_MMA_KO2 <- MMA_KO2[-train_index_MMA_KO2,]</pre>
attach (MMA_KO2)
KO2.fit <- glm(rwin ~ pR_1_body+pR_1_clinch+pR_1_ground+pR_1_head+pR_1_legs, data = train_MMA_KO2, fami</pre>
KO2.probs <- predict(KO2.fit, newdata=test_MMA_KO2, type = "response")</pre>
KO2.pred <- ifelse(KO2.probs > 0.5, "1", "0")
table(KO2.pred,test MMA KO2$rwin)
##
## KO2.pred 0 1
##
          0 3 2
##
          1 10 10
detach (MMA_KO2)
KO2.probs
##
                                 6
                                          11
                                                     12
                                                                13
                                                                          18
                                                                                     22
## 0.5951902 0.7835872 0.6519397 0.3361020 0.6202474 0.5465689 0.5275084 0.6481963
##
          30
                     31
                               35
                                          36
                                                     46
                                                               51
                                                                          59
## 0.5646802 0.6593017 0.6131143 0.8328349 0.5710572 0.7522256 0.5970297 0.4356248
                     66
                               67
                                          69
                                                     85
                                                               94
                                                                          96
                                                                                    102
## 0.4112422 0.6641811 0.3474601 0.3397893 0.7535426 0.5016156 0.6793102 0.6456419
         104
## 0.5941228
accuracy: (10+3)/(3+2+10+10) = 13/25 = 52\%
validation set full model round three KOs
set.seed(1)
train_index_MMA_KO3 <- sample(nrow(MMA_KO3), nrow(MMA_KO3)*0.75)
train MMA KO3 <- MMA KO3[train index MMA KO3,]
test_MMA_KO3 <- MMA_KO3[-train_index_MMA_KO3,]</pre>
attach (MMA_KO3)
KO3.fit <- glm(rwin ~ pR_12_body+pR_12_clinch+pR_12_ground+pR_12_head+pR_12_legs, data = train_MMA_KO3,</p>
KO3.probs <- predict(KO3.fit, newdata=test_MMA_KO3, type = "response")</pre>
KO3.pred <- ifelse(KO3.probs > 0.5, "1", "0")
table(KO3.pred,test_MMA_KO3$rwin)
##
## KO3.pred 0 1
          0 3 3
          1 6 4
##
detach (MMA_KO3)
```

accuracy: (4+3)/(3+3+6+4) = 9/16 = 43.8% \*Worse than random guessing

From these two results, we can see that these models do not have great amounts of predictive accuracy.

#### Train/Test Backward Elimination AIC Models

Now I will re-run these reduced models with a randomized train and test set to see if they truly generalize well. Stepwise regression with AIC as the model selection criterion should choose models that have lower misclassification rate than that of full models.

```
round two KOs
```

```
set.seed(1)
train_index_MMA_K02 <- sample(nrow(MMA_K02), nrow(MMA_K02)*0.75)</pre>
train_MMA_KO2 <- MMA_KO2[train_index_MMA_KO2,]</pre>
test_MMA_K02 <- MMA_K02[-train_index_MMA_K02,]</pre>
attach (MMA KO2)
KO2.fit <- glm(rwin ~ pR_1_head, data = train_MMA_KO2, family = binomial)</pre>
KO2.probs <- predict(KO2.fit, newdata=test_MMA_KO2, type = "response")</pre>
KO2.pred <- ifelse(KO2.probs > 0.5, "1", "0")
table(KO2.pred,test_MMA_KO2$rwin)
##
## KO2.pred 0 1
##
          0 7 4
          1 6 8
##
detach (MMA_KO2)
accuracy: (7+8)/(7+4+6+8) = 15/25 = 60.0\% better than that of the full model
round three KOs
set.seed(1)
train_index_MMA_KO3 <- sample(nrow(MMA_KO3), nrow(MMA_KO3)*0.75)</pre>
train MMA KO3 <- MMA KO3[train index MMA KO3,]
test_MMA_KO3 <- MMA_KO3[-train_index_MMA_KO3,]</pre>
attach(MMA_KO3)
KO3.fit <- glm(rwin ~ pR_12_body, data = train_MMA_KO3, family = binomial)</pre>
KO3.probs <- predict(KO3.fit, newdata=test_MMA_KO3, type = "response")</pre>
KO3.pred <- ifelse(KO3.probs > 0.5, "1", "0")
table(KO3.pred,test_MMA_KO3$rwin)
##
## KO3.pred 0 1
          0 2 1
##
##
          1 7 6
detach(MMA_KO3)
```

accuracy: (2+6)/(2+1+7+6) = 8/16 = 50.0% once again, better than that of the full model

Although both of the single-predictor models perform better than their full-model counterparts, we still do not have great predictive accuracy. The sample size is also very small after splitting into train/test sets.

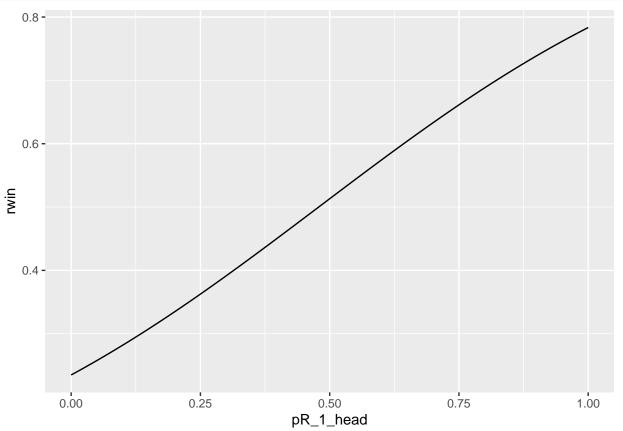
#### Plot The AIC Chosen Models

second round KOs

```
# Create a range of income values (we'll cover a wider range then the dataset)
# The range of values must be saved in a data frame and must have the same column
# name as that given in the original dataset
attach(MMA_KO2)
Round2 <- data.frame(pR_1_head = seq(from = 0, to = 1, by = 0.001))</pre>
```

```
#Predict the Coast values (as a probability) using the above data
Round2$rwin <- predict(KO2.fit, newdata=Round2, type="response")

# Plot the modeled probability values
ggplot(Round2, aes(x=pR_1_head, y=rwin)) + geom_line()</pre>
```



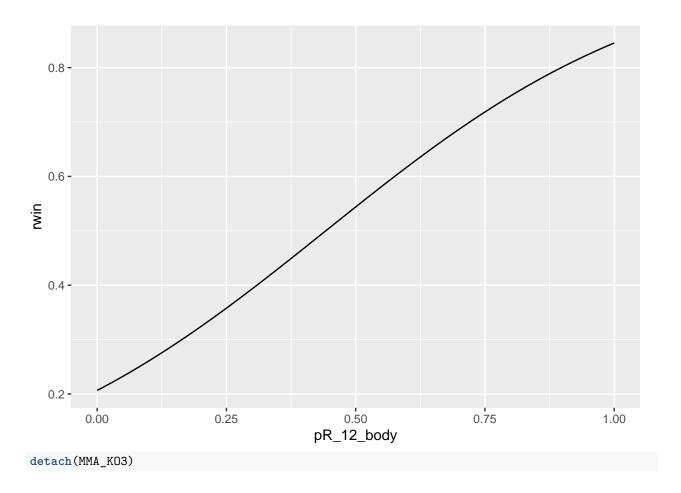
#### detach(MMA\_KO2)

#### third round KOs

```
# Create a range of income values (we'll cover a wider range then the dataset)
# The range of values must be saved in a data frame and must have the same column
# name as that given in the original dataset
attach(MMA_KO3)
Round3 <- data.frame(pR_12_body = seq(from = 0, to = 1, by = 0.001))

#Predict the Coast values (as a probability) using the above data
Round3$rwin <- predict(KO3.fit, newdata=Round3, type="response")

# Plot the modeled probability values
ggplot(Round3, aes(x=pR_12_body, y=rwin)) + geom_line()</pre>
```



### Plotting Linearity In Predictor Variables

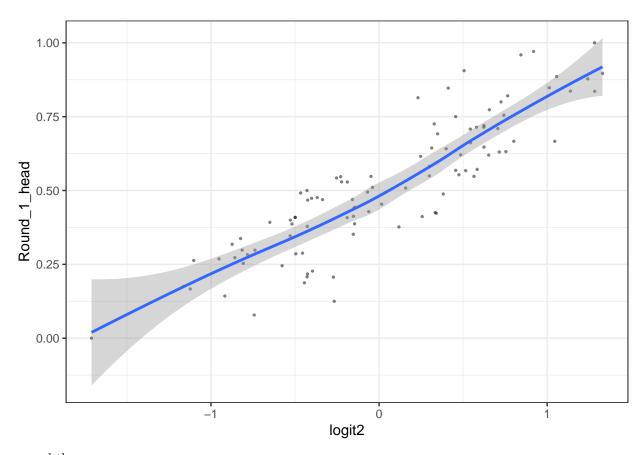
```
round two
```

```
KO2.fit <- glm(rwin ~ pR_1_body+pR_1_clinch+pR_1_ground+pR_1_head+pR_1_legs, data = MMA_KO2, family = b
KO2.probs <- predict(KO2.fit,type = "response")

Round_1_head <- MMA_KO2$pR_1_head
MMA_KO2_new <- MMA_KO2 %>%
    mutate(logit2 = log(KO2.probs/(1-KO2.probs)))

ggplot(MMA_KO2_new, aes(logit2, Round_1_head))+
    geom_point(size = 0.5, alpha = 0.5) +
    geom_smooth(method = "loess") +
    theme_bw()
```

## `geom\_smooth()` using formula 'y ~ x'



#### round three

```
attach(MMA_K03)
K03.fit <- glm(rwin ~ pR_12_body+pR_12_clinch+pR_12_ground+pR_12_head+pR_12_legs, data = MMA_K03, family
K03.probs <- predict(K03.fit,type = "response")

Round_12_body <- MMA_K03*pR_12_body
MMA_K03_new <- MMA_K03 %>%
    mutate(logit3 = log(K03.probs/(1-K03.probs)))

ggplot(MMA_K03_new, aes(logit3, pR_12_body))+
    geom_point(size = 0.5, alpha = 0.5) +
    geom_smooth(method = "loess") +
    theme_bw()
```

##  $geom_smooth()$  using formula 'y ~ x'

