Interested in genetics, statistics, and/or children’s card games? Then I have the blog post for you. I applied a method used to identify the species from genetic data to classify Magic the Gathering decks into different archetypes. Implemented in #rstats. <https://g-tierney.github.io/post/magic_classification/>

Data come from @MTGGoldfish on @StarCityGames modern tournaments.

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Hi r/magicTCG!

I built a model to classify modern decks into archetypes based on algorithms used in genetics to classify genome sequences into the appropriate species. I thought there might be some interest here so I figured I’d share the post: <https://g-tierney.github.io/post/magic_classification/>.

The basic idea is to build a sensible likelihood function to estimate the probability that an unclassified deck came from a certain archetype then chose the archetype that maximizes the likelihood. A Bayesian framework is used to estimate archetype-level card frequencies, which are used as the probability of seeing each card in each archetype. Data are from MTG Goldfish on SCG modern events played since 2014.

Let me know what you think!

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I also moved on from Wordpress to Github pages and blogdown/Hugo in R to make a new website with a better url. So you can check that out too!