TMA4315: Compulsory exercise 2 Logistic regression and Poisson regression

Group XX: Henrik Syversveen Lie, Mikal Stapnes, Oliver Byhring 12.10.2018

Contents

Part 1: Logistic regression																1																			
a)																			•	•								•							-
Part	art 2: Poisson regression - Eliteserien 2018															1																			
a)																							 												1
b)																							 												2
c)																																			
d)																							 												F

Part 1: Logistic regression

a)

We let y_i be the number of successful ascents, and n_i be the total number of attempts (success + fail) of the i'th mountain. We then do binary regression with the logit link to model the probability of success. This gives

- 1. Model for response: $Y_i \sim \text{Bin}(n_i, \pi_i)$, for i = 1, ..., 113
- 2. Linear predictor: $\eta_i = \mathbf{x}_i^T \boldsymbol{\beta}$
- 3. Link function: $\eta_i = \ln(\frac{\pi_i}{1-\pi_i})$

where x_i is a p dimensional column vector of covariates for observation i, and β is the vector of regression parameters.

Part 2: Poisson regression - Eliteserien 2018

a)

In this Part, we aim to simulate the remaining games in the Norwegian top division of football (Eliteserien). For each game, we assume that the score (the number of goals) of the home team is independent of the score of the away team. We assume that each team has a single parameter that measures its strength. We denote this strength parameter β_A for team A, β_B for team B, and so on.

Through watching football games, one could be made to believe that the goals scored by the away team in a football match is dependent on the goals scored by the home team and vice versa.

We therefore want to test if the assumption of independence between the goals scored by the home and away teams is reasonable. To do this, we first load the data set and make a contingency table of all the results, with the goals of the home team on the rows, and goals of the away team on the columns. We get the following contingency table.

```
## 0 1 2 3 4+

## 0 8 18 3 1 1

## 1 19 26 15 5 3

## 2 10 14 13 4 1

## 3 13 10 7 2 0

## 4+ 8 7 3 1 0
```

We then want to test if the number of goals for home and away team are independent. We do this by conducting Pearson's χ^2 test on the contingency table. The test poses the following hypotheses

 H_0 : The sampling distributions are independently chi-squared distributed, H_1 : They are not independently chi-squared distributed.

We use the R function chisq.test() to compute the test statistic and the corresponding p-value.

```
##
## Pearson's Chi-squared test
##
## data: contingency
## X-squared = 14.156, df = 16, p-value = 0.5871
```

We get a value of 14.156 for the test statistic, with a corresponding p-value of 0.5871. As this p-value is above any reasonable significance level, we keep the null hypothesis, and confirm that the goals scored by the home and away team are independent. This means that our assumption of independence holds.

b)

Before we start simulating games, we want to construct the current standings in the Eliteserie based on all the results in our data set. By summing up the results from all games, we get the following table.

##		Team	Played	Won	Drawn	Lost	For	Against	GD	Points
##	1	Rosenborg	24	16	4	4	43	20	23	52
##	2	Brann	24	14	6	4	36	23	13	48
##	3	Molde	24	13	4	7	48	30	18	43
##	4	Haugesund	24	12	5	7	36	28	8	41
##	5	Ranheim_TF	24	11	5	8	38	40	-2	38
##	6	Vaalerenga	24	10	6	8	35	37	-2	36
##	7	Odd	24	9	7	8	35	29	6	34
##	8	Tromsoe	24	10	3	11	35	33	2	33
##	9	Sarpsborg08	24	9	5	10	39	34	5	32
##	10	Kristiansund	24	8	7	9	32	35	-3	31
##	11	${\tt BodoeGlimt}$	24	6	9	9	28	30	-2	27
##	12	Stroemsgodset	24	6	8	10	38	38	0	26
##	13	Lillestroem	24	6	7	11	26	37	-11	25
##	14	Stabaek	24	5	8	11	29	43	-14	23
##	15	Start	24	6	5	13	24	42	-18	23
##	16	${\tt Sandefjord_Fotball}$	24	2	9	13	24	47	-23	15

c)

We now want to estimate the intercept, home advantage and strength parameters for each team. Then we produce a ranking based on the estimated strengths and compare with the rankings from b). To estimate the parameters, we create our own function myglm that performs the regression by maximum likelihood. The function uses the built in optim function to find the coefficients that maximizes the loglikelihood function (minimizes the negative of the loglikelihood, $-l(\beta)$).

```
##
                              Strength
                    Team
## 1
                          0.366945548
               Rosenborg
## 2
                   Molde
                          0.279321007
## 3
                    Brann
                          0.225715115
## 4
               Haugesund
                           0.141566217
## 5
                     Odd
                          0.099954079
             Sarpsborg08
## 6
                           0.097625830
## 7
                 Tromsoe
                           0.060091773
## 8
           Stroemsgodset
                           0.049639590
## 9
              Vaalerenga
                          0.014445633
## 10
            Kristiansund
                          0.012621369
              Ranheim_TF
## 11
                           0.008439525
## 12
              BodoeGlimt 0.00000000
## 13
             Lillestroem -0.132589021
## 14
                 Stabaek -0.148121316
## 15
                    Start -0.225876528
## 16 Sandefjord_Fotball -0.291815679
## [1] "Intercept: "
## [1] 0.1003129
## [1] "Home advantage: "
## [1] 0.4020541
##
## Call:
  glm(formula = goals ~ -1 + X, family = "poisson")
##
## Deviance Residuals:
##
       Min
                       Median
                                    30
                                             Max
                 10
                    -0.2014
##
   -2.0205
            -0.8748
                                0.5761
                                          2.8679
##
  Coefficients: (1 not defined because of singularities)
##
                         Estimate Std. Error z value Pr(>|z|)
## XIntercept
                                    0.068489
                                                1.465
                                                        0.1430
                         0.100304
## XHomeAdvantage
                                                4.594 4.35e-06 ***
                         0.402068
                                    0.087521
## XRosenborg
                                                2.179
                                                        0.0293 *
                         0.366956
                                    0.168373
## XMolde
                         0.279264
                                    0.168369
                                                1.659
                                                        0.0972
## XLillestroem
                                               -0.786
                        -0.132857
                                    0.168934
                                                        0.4316
## XOdd
                         0.099975
                                    0.166394
                                                0.601
                                                        0.5480
## XHaugesund
                         0.141121
                                    0.166320
                                                0.848
                                                        0.3962
## XSandefjord_Fotball -0.291865
                                              -1.771
                                                        0.0765
                                    0.164767
## XRanheim TF
                         0.008343
                                    0.169495
                                                0.049
                                                        0.9607
## XBrann
                         0.225678
                                    0.165557
                                                1.363
                                                        0.1728
## XSarpsborg08
                         0.097553
                                    0.166444
                                                0.586
                                                        0.5578
## XStabaek
                        -0.148047
                                    0.168914
                                               -0.876
                                                        0.3808
## XTromsoe
                         0.060348
                                    0.166332
                                                0.363
                                                        0.7167
## XStart
                                               -1.368
                        -0.225884
                                    0.165079
                                                        0.1712
                                                0.085
## XVaalerenga
                         0.014465
                                    0.169280
                                                        0.9319
                                                0.074
## XKristiansund
                         0.012376
                                    0.166170
                                                        0.9406
## XStroemsgodset
                         0.049657
                                    0.166211
                                                0.299
                                                        0.7651
## XBodoeGlimt
                               NA
                                                             NA
                                          NA
                                                   NA
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
```

```
##
## (Dispersion parameter for poisson family taken to be 1)
##
## Null deviance: 499.35 on 384 degrees of freedom
## Residual deviance: 384.12 on 367 degrees of freedom
## AIC: 1135.3
##
## Number of Fisher Scoring iterations: 5
```

If we compare the results from our function myglm with the built-in function glm, we see that the regression coefficients are equal (to a precision of 4 digits).

We have set the strength of Bodø Glimt to zero, $\beta_{BodoeGlimt} = 0$. This means that the strength of Bodø Glimt is the "reference strength", and the strength of every team is just the team's strength compared to Bodø Glimt. This mean that all teams with $\beta_A > 0$ will be stronger than Bodø Glimt, and all teams with $\beta_A < 0$ will be weaker than Bodø Glimt. Also, a higher (lower) value of β_A indicates a stronger (weaker) team.

We get a coefficient for the intercept of $\beta_{Intercept} = 0.1003129$. This means that, if the teams are equally good (equal strength coefficient), one would expect the away team to score $\exp(\beta_{Intercept}) = 1.11$ goals on average. The coefficient for the home advantage is $\beta_{HomeAdvantage} = 0.4020541$. This means that, if the teams are equally good, one would expect the home team to score $\exp(\beta_{Intercept} + \beta_{HomeAdvantage}) = 1.65$ goals on average. This also means that teams are expected to score $\exp(\beta_{HomeAdvantage}) = 1.49$ times as many goals in home games as in away games.

Also, we see that Rosenborg has the significantly highest coefficient, and Sandefjord has the significantly lowest coefficient. This is what we would expect, seeing as they have been the best and worst team this season.

Now we want to compare the strength coefficient ranking with the actual ranking from the season so far. We therefore print the two rankings side by side.

Ranking	Strength		##
Rosenborg	Rosenborg	1	##
Brann	Molde	2	##
Molde	Brann	3	##
Haugesund	Haugesund	4	##
Ranheim_TF	Odd	5	##
Vaalerenga	Sarpsborg08	6	##
Odd	Tromsoe	7	##
Tromsoe	Stroemsgodset	8	##
Sarpsborg08	Vaalerenga	9	##
Kristiansund	Kristiansund	10	##
${\tt BodoeGlimt}$	Ranheim_TF	11	##
Stroemsgodset	${\tt BodoeGlimt}$	12	##
Lillestroem	Lillestroem	13	##
Stabaek	Stabaek	14	##
Start	Start	15	##
${\tt Sandefjord_Fotball}$	${\tt Sandefjord_Fotball}$	16	##

From the comparison, we get some really interesting results. Based on the strength ranking, we can say that teams that are higher on the actual ranking have "overachieved", while teams that are lower on the actual ranking have "underachieved".

Ranheim_TF is the stand out overachiever, placing in 11th on the strength ranking, and 5th on the actual ranking. One reason for this overachievement may be that Ranheim often win by only small scores, e.g. 1-0, while they lose with big scores, e.g. the scores on some of their losses were: 4-0, 4-0, 3-0, 4-1 and 3-1.

We also see that Brann and Molde have changed places on the actual ranking compared to the strength ranking. Again, this can be due to Brann winning by small scores, and losing by large scores, while Molde often wins by large scores and lose by small scores, e.g. some of Molde's wins have been: 5-0, 4-0, 3-0, 5-1 and 5-1.

Other "overachievers" are Vålerenga and Bodø Glimt, while the "underachievers" are Odd, Tromsø, Sarpsborg 08 and Strømsgodset.

One final thought: If our explanation for why some teams "over"- and "underachieve" is correct (that they lose/win by small and large margins), then the strength ranking should be similar to a ranking based on goal difference. We therefore make a comparison between strength ranking and goal difference ranking.

	Strength	Ranking
1	Rosenborg	Rosenborg
2	Molde	Molde
3	Brann	Brann
4	Haugesund	Haugesund
5	Odd	Odd
6	Sarpsborg08	Sarpsborg08
7	Tromsoe	Tromsoe
8	Stroemsgodset	Stroemsgodset
9	Vaalerenga	Ranheim_TF
10	Kristiansund	Vaalerenga
11	Ranheim_TF	${\tt BodoeGlimt}$
12	${\tt BodoeGlimt}$	Kristiansund
13	Lillestroem	Lillestroem
14	Stabaek	Stabaek
15	Start	Start
16	${\tt Sandefjord_Fotball}$	${\tt Sandefjord_Fotball}$
	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	1 Rosenborg 2 Molde 3 Brann 4 Haugesund 5 Odd 6 Sarpsborg08 7 Tromsoe 8 Stroemsgodset 9 Vaalerenga 10 Kristiansund 11 Ranheim_TF 12 BodoeGlimt 13 Lillestroem 14 Stabaek

We see that all teams are now in the same place, except for a permutation of the teams Vålerenga, Kristiansund, Ranheim and Bodø Glimt. All these teams except Kristiansund have a goal difference of -2, and Kristiansund has a goal difference of -3, so their goal differences are almost equal. All in all, there may be some truth to our explanation.

d)

Finally, we want to investigate rankings by means of simulation instead of comparing estimated strength. To do this, we use the estimated strengths of each team, the intercept and the home advantage, and simulate the remaining games in the current season 1000 times.

In each of the 1000 simulations, we get the goals for the home team in each match, by drawing a random variable from the poisson distribution with parameter $\lambda_H = \exp(\beta_{Intercept} + \beta_{HomeAdvantage} + \beta_{HomeTeam} - \beta_{AwayTeam})$. Similarly, the goals of the away team in each match is drawn from a poisson distribution with parameter $\lambda_A = \exp(\beta_{Intercept} - \beta_{HomeTeam} + \beta_{AwayTeam})$. When all matches are "played", the final ranking is computed based on the current ranking plus the newly simulated games. The 1000 final rankings are stored in a .rds file. In this way we can load the results, instead of running the simulation multiple times.

After simulating the 48 remaining games 1000 times, we want to do some inference on the final results. We first investigate the "average final ranking", that is, the average points, goals, wins etc. for each team. In addition, we look at how many times each team has placed in each place.

##		Team	Played	Won	Drawn	Lost	For	Against	GD	Points
##	1	Rosenborg	30	19.8	5.1	5.0	55.9	25.5	30.4	64.7
##	2	Brann	30	17.2	7.3	5.5	46.7	29.5	17.3	59.0
##	3	Molde	30	16.2	5.4	8.4	58.5	36.4	22.2	54.0
##	4	Haugesund	30	14.6	6.3	9.0	45.2	35.8	9.4	50.2

##	5	Ranheim_TF	30	13.2	6.4 10.4	46.2	48.6	-2.4	46.0
##	6	Vaalerenga	30	12.3	7.4 10.3	43.4	45.2	-1.9	44.3
##	7	Odd	30	11.2	8.3 10.4	43.4	37.8	5.6	42.1
##	8	Tromsoe	30	12.4	4.4 13.2	43.6	41.2	2.4	41.6
##	9	Sarpsborg08	30	11.4	6.3 12.2	47.9	42.1	5.7	40.7
##	10	Kristiansund	30	10.4	8.5 11.1	40.8	42.8	-2.0	39.8
##	11	Stroemsgodset	30	8.6	9.4 12.0	47.2	45.6	1.6	35.3
##	12	${\tt BodoeGlimt}$	30	8.1	10.4 11.5	35.8	39.0	-3.2	34.6
##	13	Lillestroem	30	7.5	8.3 14.2	32.6	47.8	-15.2	30.7
##	14	Stabaek	30	6.8	9.4 13.8	36.2	52.5	-16.4	29.7
##	15	Start	30	7.2	6.3 16.6	29.8	53.5	-23.7	27.8
##	16	Sandefjord_Fotball	30	3.2	10.1 16.7	29.9	59.7	-29.7	19.7

From the average rating, we see that Rosenborg win the Eliteserie by a margin of ~ 6 points on average. Brann claims silver, and Molde bronze. Sandefjord ends bottom with a margin of ~ 8 points, with Start also getting relegated and Stabaek claiming the play-off place. Ranheim (surprisingly) claim 5th place with a negative goal difference.

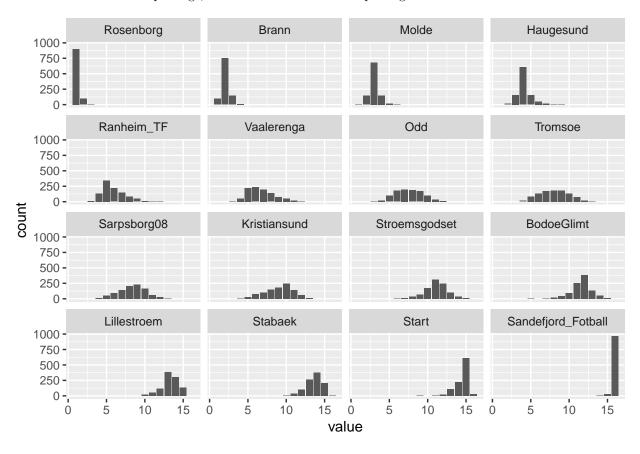
##						Two				Six	Seven	Eight	Nine	Ten
##	1		Roser	borg	901	95	4	0	0	0	0	0	0	0
##	2		E	Brann	94	750	145	11	0	0	0	0	0	0
##	3		M	ſolde	5	142	682	146	19	6	0	0	0	0
##	4		Hauge	sund	0	13	157	606	151	50	19	3	1	0
##	5		Ranhei	m_TF	0	0	10	134	344	218	150	82	48	11
##	6		Vaaler	renga	0	0	1	49		234	200	137	77	51
##	7			Odd	0	0	1	22		177	200	185	169	103
##				msoe	0	0	0	15		135	174	179		135
##	-		Sarpsbo	_	0	0	0	14	55	96	141	207	230	
	10		Kristian		0	0	0	3	26	80	99	151		245
##	11	St	roemsgo		0	0	0	0	0	4	10	37		173
##	12		Bodoe		0	0	0	0	1	0	7	19	42	89
	13		Lillest		0	0	0	0	0	0	0	0	0	17
	14			baek	0	0	0	0	0	0	0	0	0	8
##				start	0	0	0	0	0	0	0	0	1	0
	16	_	jord_Fot		0	0	0	0	0	0	0	0	0	0
##			Twelve	Thirt		Four		Fifte						
##		0	0		0		0		0	(
##	2	0	0		0		0		0	(
##		0	0		0		0		0	(
##	4	0	0		0		0		0)			
##	5 6	2	1 6		0		0		0	(
## ##	7	21 35	12		0		0		0	(
	8	76	21		2		0		0	(
##	9	62	26		1		0		0	(
##	10	139	63		10		0		0	(
##	11	312	245		101		39		10	(
##	12	255	385		131		56		15	(
##	13	55	116		381		301		30	(
##		35	101		264		378		10	2				
	15	8	24		110		223		08	26				
	16	0	0		0		3		27	970				

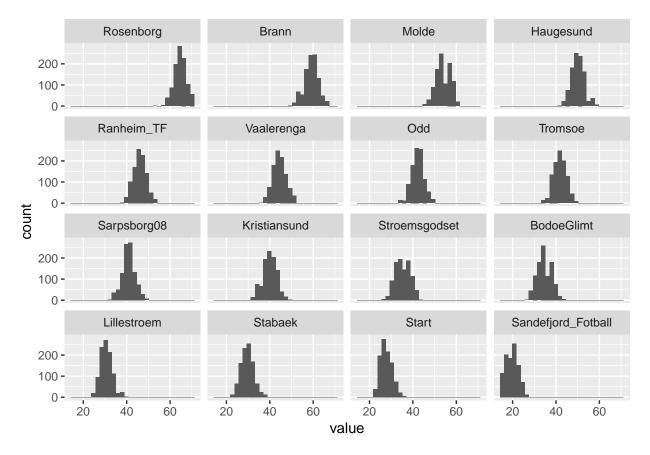
We see that Rosenborg win the Eliteserie with 90.1% probability, with Brann having 9.4% and Molde having 0.5% chance of winning. Also, Rosenborg get a medal in every simulation. Brann also claim a medal with

98.9% probability, with silver being the most likely result at 75% probability. Moreover, Molde gets bronze with 68.2% probability. Other teams with a chance of claiming a medal are Haugesund (17%), Ranheim (1%), Vålerenga (0.1%) and Odd (0.1%).

In the other end of the table, Sandefjord end bottom with 97% probability, managing a play-off place with only 0.3% probability. Start get relegated with 63.4% probability, manage play-off with 22.3% probability, and secure their place in the Eliteserie with a probability of 14.3%. Interestingly, in one simulation Start managed to get all the way up to 9th! Stabæk get relegated with a probability of 21.4%, managing play-off with probability 37.8%, and safe ground with probability 40.8%. Other teams in danger of relegation/play-off are Lillestrøm (13%/30.1%), Bodø Glimt (1.5%/5.6%) and Strømsgodset (1%/3.9%).

Based on the from these placings, we make barcharts for the placings of each team.





By the histogram of points, the amount of points achieved in a season looks to be normal. Seeing as the amount of points is a random variable, we can by the central limit theorem say that the mean of the points is normally distributed. We therefore find the average number of points for each team, as well as the standard deviation, and construct 90% confidence intervals for the points of each team.

```
##
                   Teams mean sd
                                   low high
## 1
               Rosenborg 64.7 2.8 60.0 69.3
## 2
                   Brann 59.0 3.1 53.9 64.1
  3
                   Molde 54.0 3.1 49.0 59.1
##
               Haugesund 50.2 3.0 45.4 55.1
##
  4
##
              Ranheim_TF 46.0 3.0 41.1 51.0
##
  6
              Vaalerenga 44.3 3.2 39.1 49.6
##
  7
                     Odd 42.1 3.0 37.2 47.0
                 Tromsoe 41.6 3.1 36.5 46.6
## 8
             Sarpsborg08 40.7 3.0 35.7 45.6
## 9
## 10
            Kristiansund 39.8 3.2 34.6 45.0
           Stroemsgodset 35.3 3.2 30.1 40.5
## 11
## 12
              BodoeGlimt 34.6 3.0 29.7 39.6
##
  13
             Lillestroem 30.7 2.8 26.1 35.3
                 Stabaek 29.7 3.0 24.8 34.7
##
  14
##
  15
                   Start 27.8 2.9 23.1 32.4
## 16 Sandefjord_Fotball 19.7 2.6 15.5 24.0
```

