

Saída: Leitura e Info do Dataset

SEÇÃO 1: Importando bibliotecas e lendo o CSV
Carregando arquivo CSV...

===== Primeiras linhas do dataset =====

	img	title	console	...	other_sales	release_date	last_update
0	/games/boxart/full_6510540AmericaFrontccc.jpg	Grand Theft Auto V	PS3	...	3.12	2013-09-17	NaN
1	/games/boxart/full_5563178AmericaFrontccc.jpg	Grand Theft Auto V	PS4	...	3.02	2014-11-18	2018-01-03
2	/games/boxart/827563ccc.jpg	Grand Theft Auto: Vice City	PS2	...	1.78	2002-10-28	NaN
3	/games/boxart/full_9218923AmericaFrontccc.jpg	Grand Theft Auto V	X360	...	1.42	2013-09-17	NaN
4	/games/boxart/full_4990510AmericaFrontccc.jpg	Call of Duty: Black Ops 3	PS4	...	2.44	2015-11-06	2018-01-14

[5 rows x 14 columns]

===== Informações gerais =====

```
<class 'pandas.core.frame.DataFrame'>  
RangeIndex: 64016 entries, 0 to 64015  
Data columns (total 14 columns):  
#   Column              Non-Null Count  Dtype  
---  -  
0   img                  64016 non-null object  
1   title                64016 non-null object  
2   console              64016 non-null object  
3   genre                64016 non-null object  
4   publisher            64016 non-null object  
5   developer            63999 non-null object  
6   critic_score         6678 non-null  float64  
7   total_sales          18922 non-null float64  
8   na_sales             12637 non-null float64  
9   jp_sales             6726 non-null  float64  
10  pal_sales            12824 non-null float64  
11  other_sales          15128 non-null float64  
12  release_date         56965 non-null object  
13  last_update          17879 non-null object  
dtypes: float64(6), object(8)  
memory usage: 6.8+ MB  
None
```

===== Quantidade de linhas e colunas =====
(64016, 14)

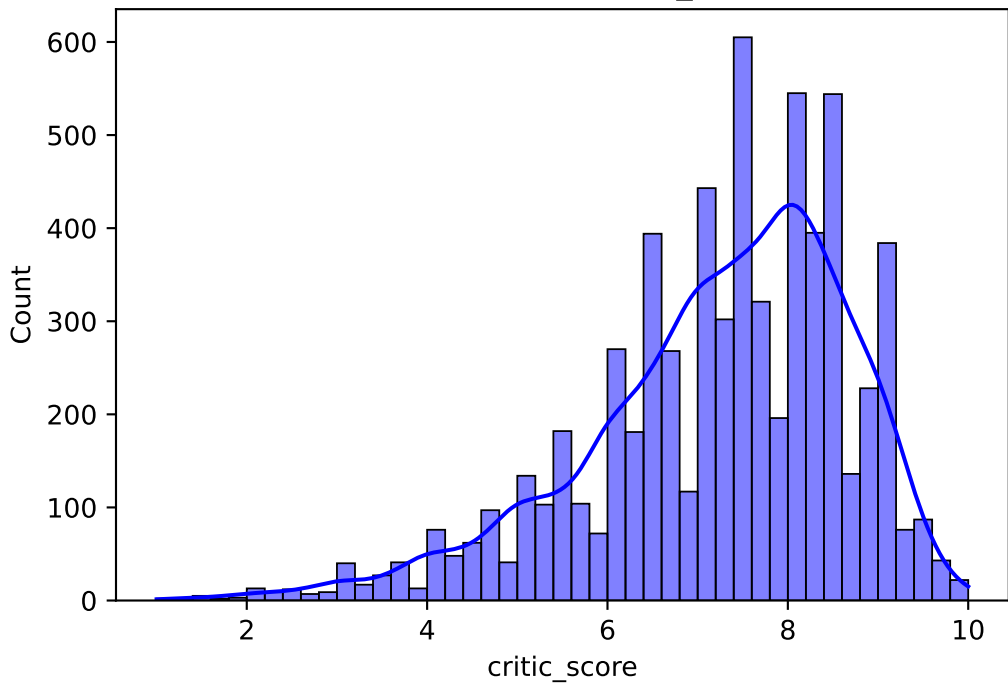
===== Verificando valores nulos =====

img	0
title	0
console	0
genre	0
publisher	0
developer	17
critic_score	57338
total_sales	45094
na_sales	51379
jp_sales	57290
pal_sales	51192
other_sales	48888
release_date	7051
last_update	46137

dtype: int64

Gerando histograma de 'critic_score'...

Distribuição de critic_score

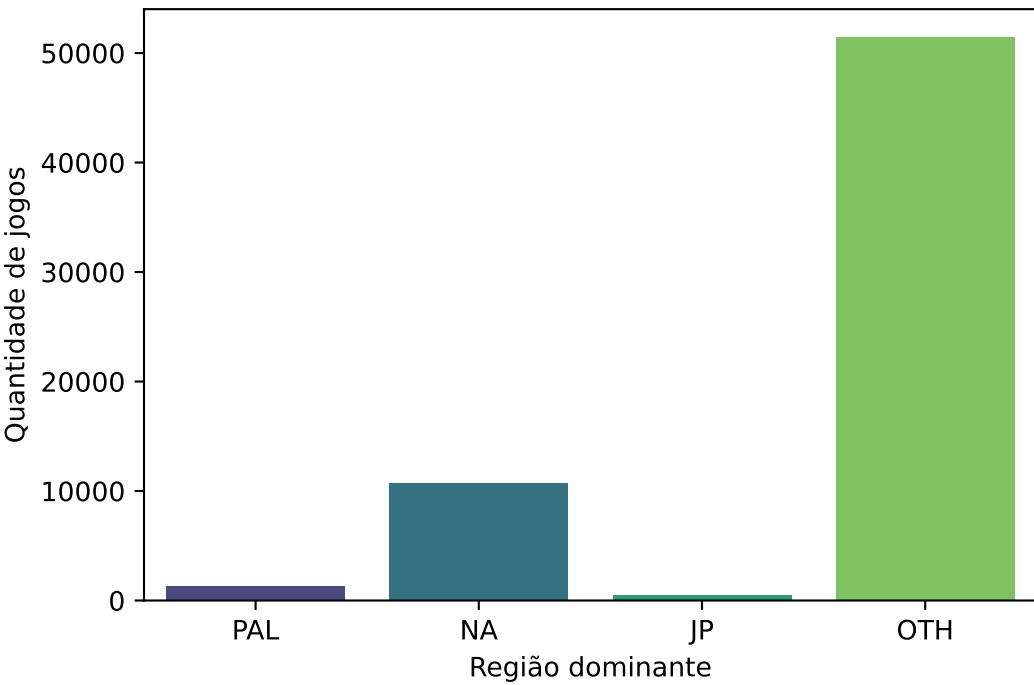


Saída: Region Preference

SEÇÃO 3: Criando a coluna 'region_preference'

```
===== Distribuição da classe (region_preference) =====  
region_preference  
OTH      51437  
NA       10755  
PAL       1329  
JP         495  
Name: count, dtype: int64
```

Contagem de jogos por preferência regional



SEÇÃO 4: Pré-processamento

62806 linhas foram removidas por conterem valores nulos nas colunas necessárias.

Linhas que sobraram no dataset: 1210

	console	genre	publisher	developer	critic_score	na_sales	jp_sales	pal_sales	other_sales	region_preference
0	12	0	58	287	9.4	6.37	0.99	9.85	3.12	PAL
1	13	0	58	287	9.7	6.06	0.60	9.71	3.02	PAL
2	11	0	58	287	9.6	8.41	0.47	5.49	1.78	NA
4	13	14	7	360	8.1	6.18	0.41	6.05	2.44	NA
5	20	14	7	165	8.7	9.07	0.13	4.29	1.33	NA

<class 'pandas.core.frame.DataFrame'>

Index: 1210 entries, 0 to 15044

Data columns (total 10 columns):

#	Column	Non-Null Count	Dtype
---	-----	-----	-----
0	console	1210 non-null	int64
1	genre	1210 non-null	int64
2	publisher	1210 non-null	int64
3	developer	1210 non-null	int64
4	critic_score	1210 non-null	float64
5	na_sales	1210 non-null	float64
6	jp_sales	1210 non-null	float64
7	pal_sales	1210 non-null	float64
8	other_sales	1210 non-null	float64
9	region_preference	1210 non-null	object

dtypes: float64(5), int64(4), object(1)

memory usage: 104.0+ KB

None

===== Formato dos dados =====

X_train: (847, 9), y_train: (847,)

X_test : (363, 9), y_test : (363,)

Classes no treino:

region_preference

NA 550

PAL 182

JP 111

OTH 4

Name: count, dtype: int64

Classes no teste:

region_preference

NA 219

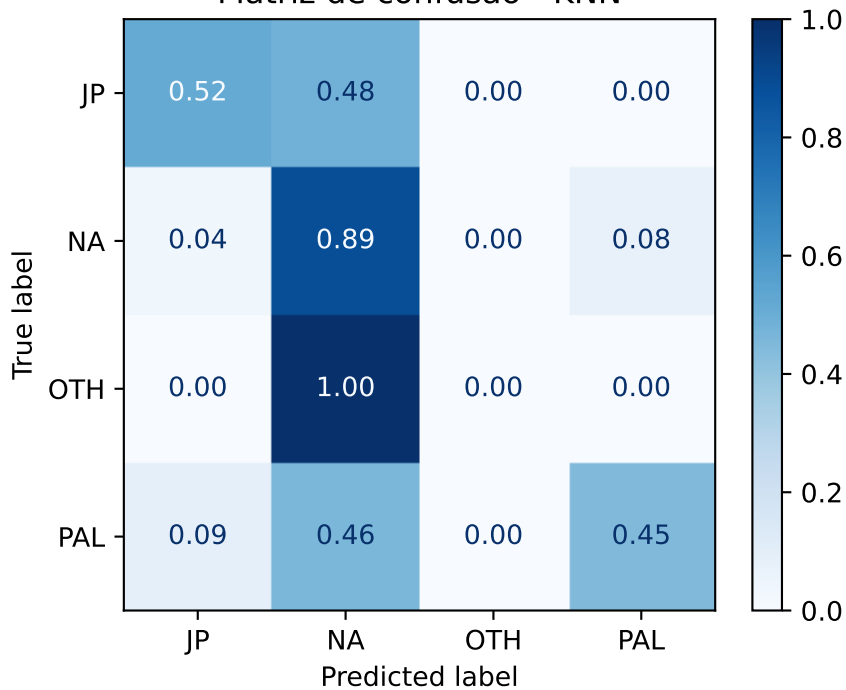
PAL 87

JP 56

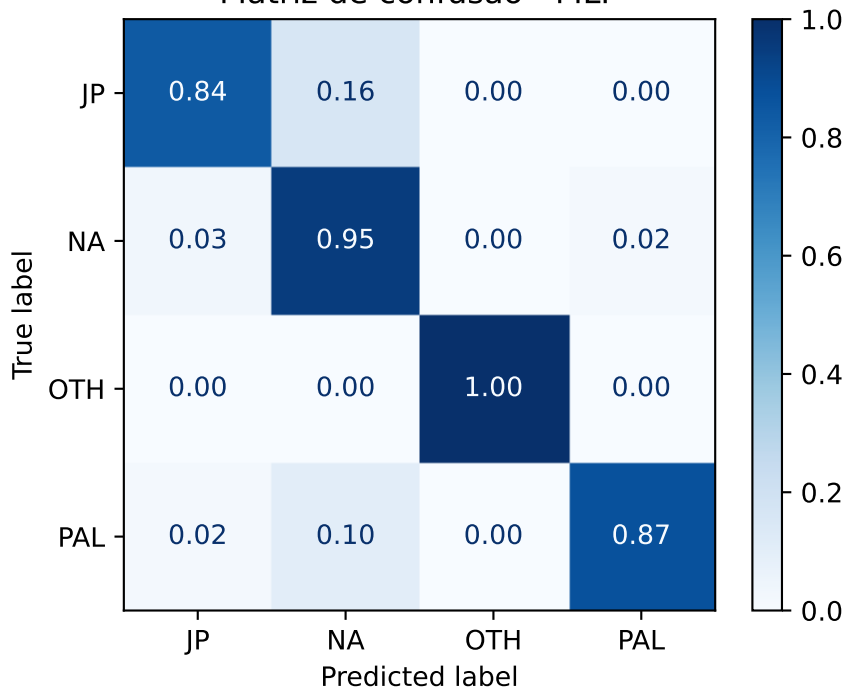
OTH 1

Name: count, dtype: int64

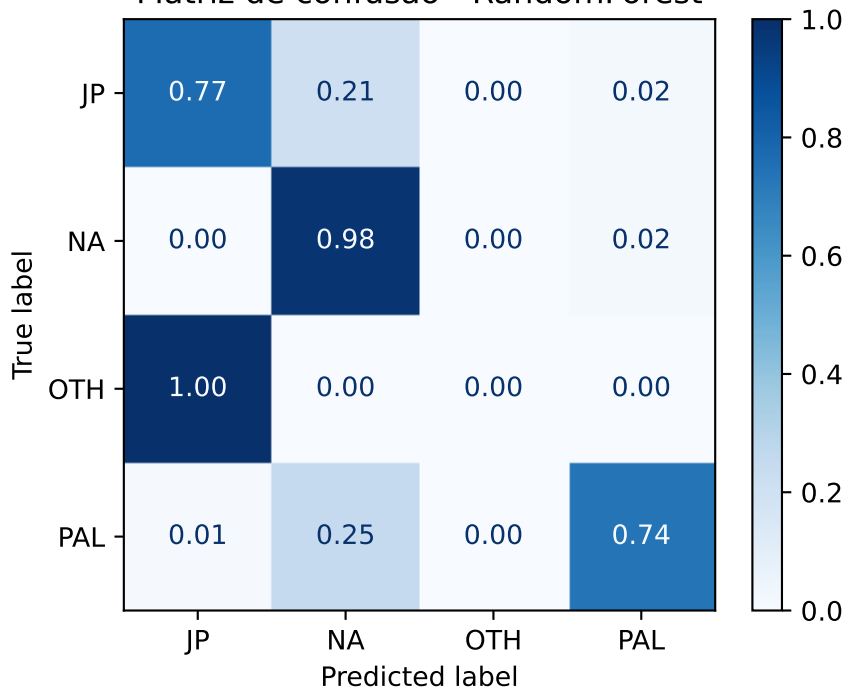
Matriz de confusão - KNN



Matriz de confusão - MLP



Matriz de confusão - RandomForest



Saída: Resultados Finais

===== Comparativo final =====

	Algoritmo	Acuracia	Precisao	Recall
0	KNN	0.721763	0.713054	0.721763
1	MLP	0.914601	0.915172	0.914601
2	RandomForest	0.884298	0.887134	0.884298

=== KNN ===

Acurácia : 0.7218
Precisão : 0.7131
Recall : 0.7218

=== MLP ===

Acurácia : 0.9146
Precisão : 0.9152
Recall : 0.9146

=== RandomForest ===

Acurácia : 0.8843
Precisão : 0.8871
Recall : 0.8843

Comparação de Acurácia por Algoritmo

