In Tennis, there are also three different types of surfaces that are played on. The options are Grass, Hard, and Clay. The surfaces are important to keep track of as the speed of tennis changes, e.g., clay generally slows the ball down whereas grass speeds it up. Certain players perform better on certain surfaces. This dataset contains information for each player on each surface. The source of this data has calculated an ELO ranking, this ranking considers not only what tournament you are playing in, but who you are playing. For instance, if 4th ranked Coco Gauff beats 1st ranked Iga Swiatek, it will be worth more to her ELO ranking than if she beat 14th ranked Emma Navarro in the same tournament.

|  |  |
| --- | --- |
| Ace | A winning serve in which the opposing player doesn’t touch the ball |
| Double Fault | When two serves are missed in a row causing the serving player to lose the point |
| Return Point | Winning a point when the opposing player is serving |

Table 1: Tennis Terminology

(In order to be included in the data set, players must have played a minimum of 10 matches overall or 5 matches on a particular surface. This data was filtered so only players who have recorded data on all three surfaces are present)

1. Below is a table of the available quantitative variables. Discuss what type of association each one of these variables might have on a player’s win percentage.

Table 2: Available Variables

|  |  |
| --- | --- |
| Variable | Description |
| Matches | The number of matches the player has played |
| EloRank | The ELO ranking of this player |
| WinPct | The win percentage of this player |
| DoubleFP | The percentage of the players’ services that result in a double fault |
| ReturnPWP | The percentage of return points that the player wins |
| AcesPDF | The ratio of how many aces the player serves to double faults |

EloRank: As it increases Win Percentage goes down.

DoubleFP: As it increases Win Percentages goes down.

ReturnPWP: As it increases Win Percentage goes up.

AcesPDF: As it increases Win Percentage goes up.

1. Below is a model fitted with only the quantitative variables. Interpret the EloRank and ReturnPWP coefficients and the R-sq(adj) value.

A close-up of a graph

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EloRank: A 1 unit increase in EloRank is associated with a 0.002182 percent decrease in Win Percentage.

ReturnPWP: A 1 unit increase in ReturnPWP is associated with a 1.840 percent increase in Win Percentage.

R-sq(adj): About 54.51% of the variability of win percentage is explained by the multiple linear regression model. This isn’t a very good R-sq value.

1. Below is a model fitted including the categorical surface variable. Interpret the grass and clay coefficients and the R-sq(adj) value.

A close-up of a graph

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1. A close-up of a chart

   Description automatically generatedNotice, the number of matches increasing typically means that a player is getting deeper into a tournament, as well as their comfortability on the surface increases. This makes it important to use an interaction term between matches and surface. Below is this model, interpret the hard surface interaction coefficient assuming a player has played 10 matches.  
     
   A table of numbers and symbols

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2. Does this model seem to meet the necessary assumptions to be valid to use?

A graph with a line

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The normal probability plot looks to be normal as all points fit closely to the given line. As well, the variance in the residuals looks to be consistent but there might be a couple outliers.

1. Comment on the overall quality of the model. How has R-sq(adj) improved as we added more variables?

A close-up of a chart

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About 79.69% of the variability of win percentage is explained by the multiple linear regression model. This is quite a good R-Squared value.

In our Analysis of Variance test, there is very strong evidence that the model containing Return Points Won Percentage, Elo Rank, Number of Matches, Surface, and Aces Per Double Fault is useful for predicting win percentage. F=29.27, P-Value = 0.

1. Use the model to predict the Win Percentage of a player with

A screenshot of a computer

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Return Points: A 1 unit increase in the return points won percentage is associated with a 1.632 increase in win percentage holding all else constant.

Grass: Compared to playing on Clay courts, we would expect the win percentage for playing on grass courts to be 0.0255 higher, on average, holding all else constant.

Hard: Compared to playing on clay courts, we would expect the win percentage for a player having played 10 games on hard courts to be 0.716 lower, on average, holding all else constant.