Lecture 17 Notes

2024-03-26

Introducing Random Forests with ranger

```
require(tidyverse)
## Loading required package: tidyverse
## Warning: package 'tidyverse' was built under R version 4.3.2
## - Attaching core tidyverse packages -
                                                                -- tidyverse 2.0.0 --
## √ dplyr 1.1.2 √ readr 2.1.4
## \checkmark forcats 1.0.0 \checkmark stringr 1.5.0
## √ ggplot2 3.4.4

√ tibble 3.2.1

## √ lubridate 1.9.2 √ tidyr 1.3.0
## / purrr 1.0.1
## -- Conflicts --
                                                          — tidyverse conflicts() —
## X dplyr::filter() masks stats::filter()
## X dplyr::lag() masks stats::lag()
## i Use the conflicted package (<a href="http://conflicted.r-lib.org/">http://conflicted.r-lib.org/</a>) to force all conflicts t
o become errors
fn <- read rds("https://github.com/jbisbee1/DS1000 S2024/raw/main/data/fn_cleaned_final.</pre>
rds")
form.perf <- 'won ~ hits + assists + accuracy + head shots + damage to players'
form.games <- 'won ~ eliminations + revives + distance traveled + materials gathered'
form.context <- 'won ~ mental state + startTime + gameIdSession'</pre>
form.full <- 'won ~ hits + assists + accuracy + head shots + damage to players + elimina
tions + revives + distance traveled + materials gathered + mental state + startTime + ga
meIdSession'
```

Start simple: Im()

```
m_perf <- lm(as.formula(form.perf),data = fn)
summary(m_perf)</pre>
```

```
##
## Call:
## lm(formula = as.formula(form.perf), data = fn)
##
## Residuals:
      Min 1Q Median 3Q
##
                                      Max
## -0.7905 -0.2756 -0.1563 0.3429 1.0078
##
## Coefficients:
##
                     Estimate Std. Error t value Pr(>|t|)
                    8.788e-02 3.768e-02 2.332 0.019893 *
## (Intercept)
                     6.962e-04 1.001e-03 0.695 0.487053
## hits
## assists
                    3.445e-02 1.020e-02 3.377 0.000764 ***
                    -4.164e-01 1.081e-01 -3.850 0.000126 ***
## accuracy
## head shots -4.808e-03 3.149e-03 -1.527 0.127057
## damage to players 4.728e-04 5.713e-05 8.275 4.31e-16 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## Residual standard error: 0.4191 on 951 degrees of freedom
## Multiple R-squared: 0.1752, Adjusted R-squared: 0.1708
## F-statistic: 40.4 on 5 and 951 DF, p-value: < 2.2e-16
require(tidymodels)
## Loading required package: tidymodels
## -- Attaching packages ----
                                                          ----- tidymodels 1.1.1 ---
## √ broom
                 1.0.5
                          \checkmark rsample
                                          1.2.0

√ tune

## √ dials
                 1.2.0
                                          1.1.2
## \checkmark infer 1.0.5 \checkmark workflows 1.1.3 ## \checkmark modeldata 1.2.0 \checkmark workflowsets 1.0.1
## √ parsnip 1.1.1

√ yardstick 1.2.0

## √ recipes
                 1.0.8
## Warning: package 'scales' was built under R version 4.3.3
## -- Conflicts ----
                                                   ---- tidymodels conflicts() ---
## X scales::discard() masks purrr::discard()
## X dplyr::filter() masks stats::filter()
## X recipes::fixed() masks stringr::fixed()
## X dplyr::lag() masks stats::lag()
## X yardstick::spec() masks readr::spec()
## X recipes::step() masks stats::step()
## • Use suppressPackageStartupMessages() to eliminate package startup messages
```

```
toEval <- fn %>%
 mutate(prob win = predict(m perf),
         won = factor(won, levels =c('1', '0')))
roc_auc(toEval,won,prob_win)
## # A tibble: 1 × 3
   .metric .estimator .estimate
## <chr> <chr>
                           <dbl>
                           0.744
## 1 roc auc binary
m games <- lm(as.formula(form.games),data = fn)</pre>
m context <- lm(as.formula(form.context),data = fn)</pre>
m full <- lm(as.formula(form.full),data = fn)</pre>
toEval <- fn %>%
 mutate(prob win perf = predict(m perf),
         prob_win_games = predict(m games),
         prob win context = predict(m context),
         prob win full = predict(m full),
         won = factor(won, levels =c('1', '0')))
auc_perf <- roc_auc(toEval,won,prob_win_perf)</pre>
auc games <- roc auc(toEval,won,prob win games)</pre>
auc context <- roc auc(toEval,won,prob win context)</pre>
auc full <- roc auc(toEval,won,prob win full)</pre>
auc perf
## # A tibble: 1 \times 3
## .metric .estimator .estimate
## <chr> <chr>
                            <dbl>
## 1 roc_auc binary
                           0.744
auc games
## # A tibble: 1 × 3
## .metric .estimator .estimate
## <chr> <chr>
                          <dbl>
## 1 roc_auc binary
                           0.800
auc context
## # A tibble: 1 × 3
```

.metric .estimator .estimate

<dbl>

0.611

<chr> <chr>

1 roc_auc binary

auc full

```
# Using a logit instead
m perf <- glm(as.formula(form.perf),data = fn,family = binomial(link = 'logit'))</pre>
m games <- glm(as.formula(form.games),data = fn,family = binomial(link = 'logit'))</pre>
m context <- glm(as.formula(form.context), data = fn, family = binomial(link = 'logit'))</pre>
m full <- glm(as.formula(form.full),data = fn,family = binomial(link = 'logit'))</pre>
toEval <- fn %>%
 mutate(prob win perf = predict(m perf,type = 'response'),
         prob win games = predict(m games, type = 'response'),
         prob win context = predict(m context, type = 'response'),
         prob win full = predict(m full, type = 'response'),
         won = factor(won, levels =c('1', '0')))
auc perf logit <- roc auc(toEval,won,prob win perf)</pre>
auc games logit <- roc auc(toEval,won,prob win games)</pre>
auc_context_logit <- roc_auc(toEval,won,prob_win_context)</pre>
auc full logit <- roc auc(toEval,won,prob win full)</pre>
auc perf
```

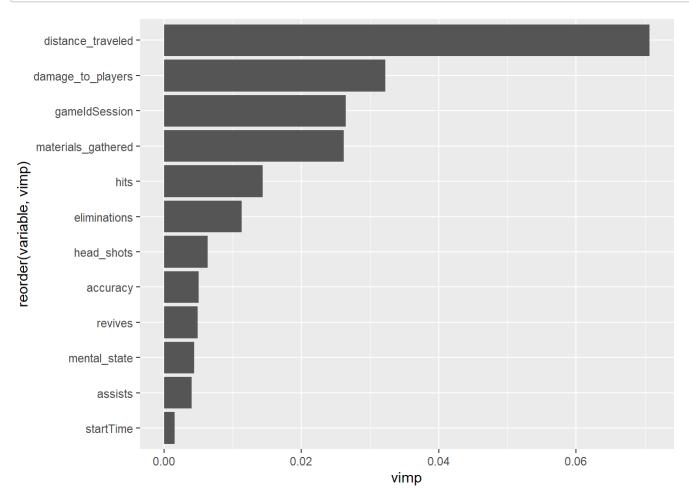
```
auc_perf_logit
```

```
auc games
```

```
auc_games_logit
## # A tibble: 1 × 3
## .metric .estimator .estimate
## <chr> <chr>
                       <dbl>
## 1 roc auc binary 0.800
auc_context
## # A tibble: 1 × 3
## .metric .estimator .estimate
## <chr> <chr> <dbl>
## 1 roc_auc binary 0.611
auc_context_logit
## # A tibble: 1 × 3
## .metric .estimator .estimate
## <chr> <chr> <dbl>
## 1 roc_auc binary 0.611
auc_full
## # A tibble: 1 × 3
## .metric .estimator .estimate
## <chr> <chr> <dbl>
## 1 roc auc binary 0.826
auc full logit
## # A tibble: 1 × 3
## .metric .estimator .estimate
## <chr> <chr> <dbl>
## 1 roc auc binary 0.825
Ranger
require(ranger)
## Loading required package: ranger
```

Warning: package 'ranger' was built under R version 4.3.3

Look at variable importance



Cross validation with a random forest

```
set.seed(123)
cvRes <- NULL
for(i in 1:100) {
  inds <- sample(1:nrow(fn), size = round(nrow(fn)*.6), replace = F)</pre>
 train <- fn %>% slice(inds)
 test <- fn %>% slice(-inds)
 m lm <- lm(as.formula(form.full),train)</pre>
 m_glm <- glm(as.formula(form.full),train,family = binomial(link = 'logit'))</pre>
 m rf <- ranger(as.formula(form.full),train,importance = 'none')</pre>
 tmp rf preds <- predict(m rf,data = test)</pre>
  toEval <- test %>%
    mutate(prob win lm = predict(m lm, newdata = test),
           prob_win_glm = predict(m_glm, newdata = test, type = 'response'),
           prob win rf = tmp rf preds$predictions,
           won = factor(won, levels = c('1', '0')))
 auc_lm <- roc_auc(toEval,won,prob_win_lm) %>% mutate(model = 'linear')
  auc glm <- roc auc(toEval,won,prob win glm) %>% mutate(model = 'logit')
  auc rf <- roc auc(toEval,won,prob win rf) %>% mutate(model = 'random forest')
 tmp <- auc_lm %>%
   bind rows (auc glm) %>%
   bind rows (auc rf)
 cvRes <- cvRes %>%
    bind rows(tmp)
cvRes %>%
 group by (model) %>%
  summarise(avg_auc = mean(.estimate))
```

```
cvRes %>%
  ggplot(aes(x = .estimate,y = model)) +
  geom_boxplot()
```

