Lecture 11 Notes

2024-07-21

```
require(tidyverse)
## Loading required package: tidyverse
## -- Attaching core tidyverse packages --
                                                             — tidyverse 2.0.0 —
## √ dplyr 1.1.4 √ readr 2.1.5
## √ forcats 1.0.0
                        √ stringr 1.5.1
## √ ggplot2 3.5.1 √ tibble 3.2.1
## √ lubridate 1.9.3 √ tidyr 1.3.1
## √ purrr 1.0.2
## — 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
```

```
require(tidymodels)
```

```
## Loading required package: tidymodels
## - Attaching packages -
                                                            -- tidymodels 1.2.0 --

√ rsample
## ✓ broom 1.0.6
                                        1.2.1
## √ dials 1.2.1 √ tune ## √ infer 1.0.7 √ workflows
                                         1.2.1

√ workflows 1.1.4

## ✓ modeldata 1.4.0

√ workflowsets 1.1.0

## v parsnip 1.2.1 v yardstick 1.3.1 ## v recipes 1.1.0
## -- 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 tidymodels prefer() to resolve common conflicts.
```

```
fn <- read rds("https://github.com/jbisbee1/ISP Data Science 2024/raw/main/data/fn clean
ed final.rds")
```

RQ: Relationship between damage_to_players and won

```
summary(fn %>%
select(won,damage_to_players))
```

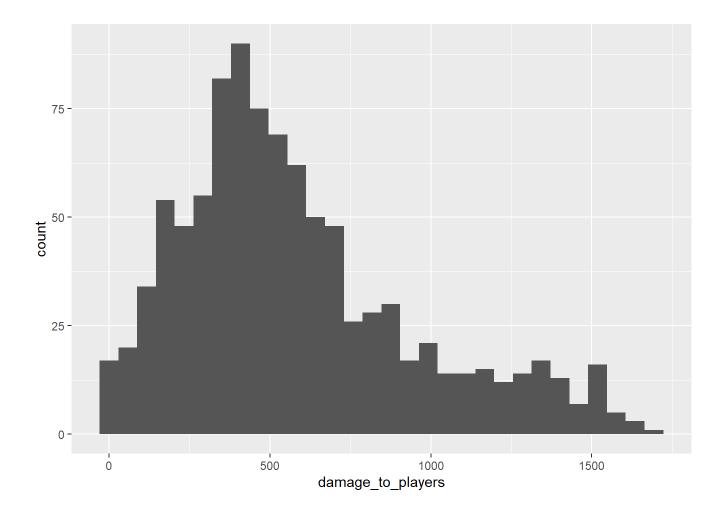
```
## won damage_to_players
## Min. :0.0000 Min. : 0.0
## 1st Qu.:0.0000 1st Qu.: 334.0
## Median :0.0000 Median : 499.0
## Mean :0.3041 Mean : 581.7
## 3rd Qu.:1.0000 3rd Qu.: 764.0
## Max. :1.0000 Max. :1693.0
```

```
fn %>%
select(damage_to_players)
```

```
## # A tibble: 957 × 1
  damage to players
##
##
               <dbl>
## 1
                 372
## 2
                 354
## 3
                 206
## 4
                 286
## 5
                823
## 6
                122
## 7
                663
## 8
                395
## 9
                1031
## 10
                338
## # i 947 more rows
```

```
# Univariate visualization
fn %>%
   ggplot(aes(x = damage_to_players)) +
   geom_histogram()
```

```
## `stat_bin()` using `bins = 30`. Pick better value with `binwidth`.
```

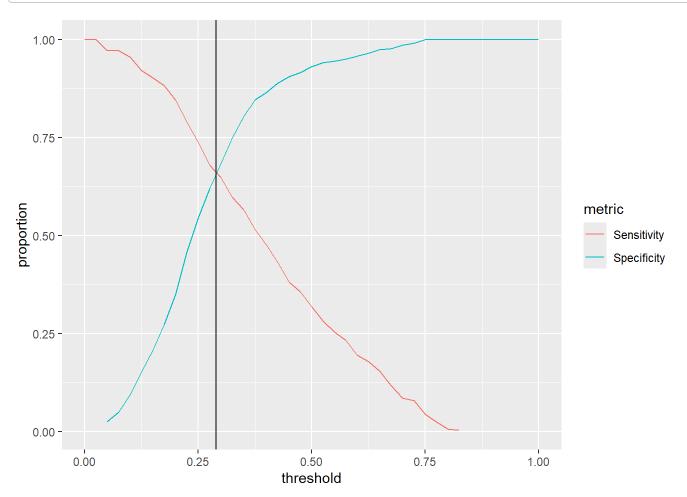


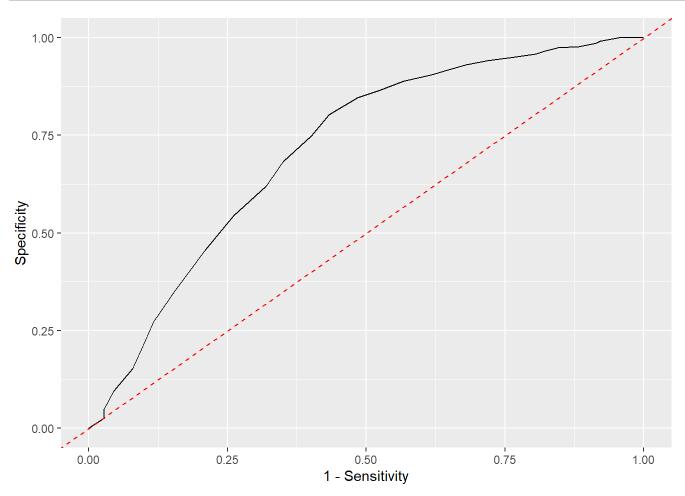
Linear regression

#Getting YHat

```
## # A tibble: 4 \times 6
##
    won pred win lm nGames total_games proportion accuracy
           <dbl> <int> <int>
## <dbl>
                                 <dbl> <dbl>
                           666 0.931 0.745
                  620
## 1
    0
              0
## 2
     0
              1
                  46
                           666
                                0.0691 0.745
              0 198
                           291 0.680 0.745
## 3
     1
                           291 0.320 0.745
                  93
## 4
     1
              1
```

```
# Create sensitivity & specificity plot
toplot <- NULL
for(thresh in seq(0,1,by = 0.025)) {
 fn <- fn %>%
 mutate(pred win lm = ifelse(prob win lm > thresh,
                              0))
# Creating the sensitivity & specificity table
answer <- fn %>%
 group_by(won,pred_win lm) %>%
 summarise(nGames = n()) %>%
 group by (won) %>%
 mutate(total games = sum(nGames)) %>%
 ungroup() %>%
 mutate(proportion = nGames / total games) %>%
 # mutate(accuracy = sum((won == pred win lm)*nGames) / sum(nGames)) %>%
 mutate(threshold = thresh)
toplot <- toplot %>%
 bind rows (answer)
}
```





Calculate AUC

```
require(tidymodels)
# roc_auc()

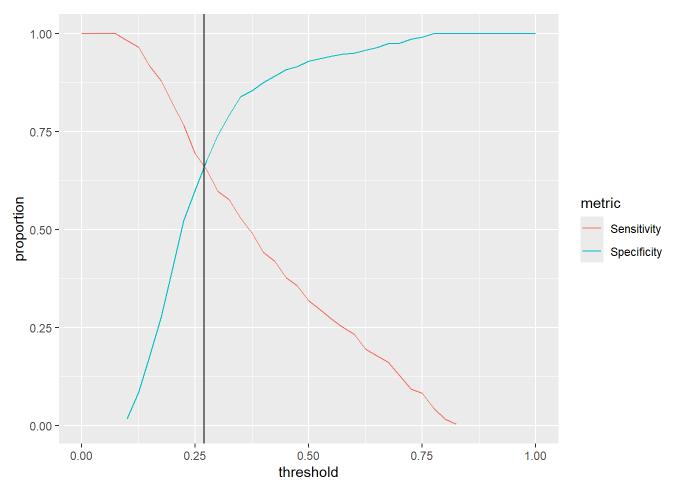
forAUC <- fn %>%
   select(won,prob_win_lm) %>%
   mutate(won = factor(won,levels = c('1','0')))

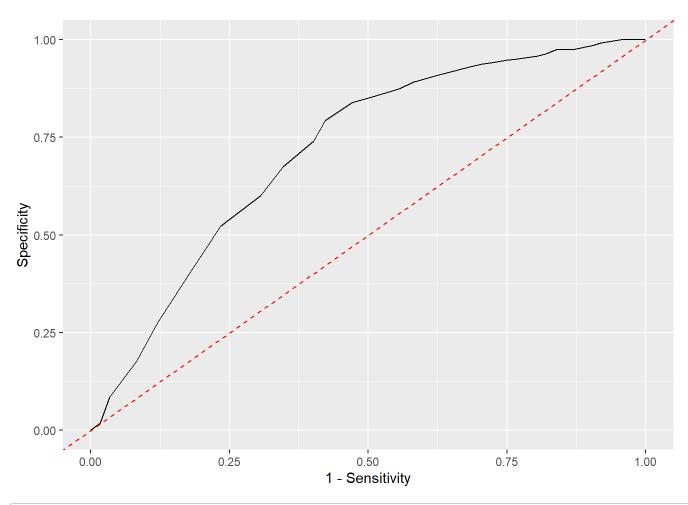
roc_auc(forAUC,won,prob_win_lm)
```

Running a logit in R

Evaluate the model

```
fn <- fn %>%
 mutate(prob win glm = predict(m glm, type = 'response'))
# Create sensitivity & specificity plot
toplot <- NULL
for(thresh in seq(0,1,by = 0.025)) {
 fn <- fn %>%
 mutate(pred win glm = ifelse(prob win glm > thresh,
                              1,
                              0))
# Creating the sensitivity & specificity table
answer <- fn %>%
 group by (won, pred win glm) %>%
 summarise(nGames = n()) %>%
 group by(won) %>%
 mutate(total games = sum(nGames)) %>%
 ungroup() %>%
 mutate(proportion = nGames / total games) %>%
 # mutate(accuracy = sum((won == pred win lm)*nGames) / sum(nGames)) %>%
 mutate(threshold = thresh)
toplot <- toplot %>%
 bind rows (answer)
# Intersection plot
toplot <- toplot %>%
 mutate(metric = ifelse(won == 1 & pred win glm == 1,'Sensitivity',
                         ifelse (won == 0 & pred win glm == 0, 'Specificity',
                                NA)))
toplot %>%
 drop na(metric) %>%
 ggplot(aes(x = threshold,
             y = proportion,
             color = metric)) +
 geom line() +
 geom vline(xintercept = .27)
```





```
forAUC <- fn %>%
  select(won,prob_win_glm) %>%
  mutate(won = factor(won,levels = c('1','0')))

roc_auc(forAUC,won,prob_win_glm)
```

Random forests with ranger()

```
## Loading required package: ranger

m rf <- ranger(formula = won ~ damage to players,</pre>
```

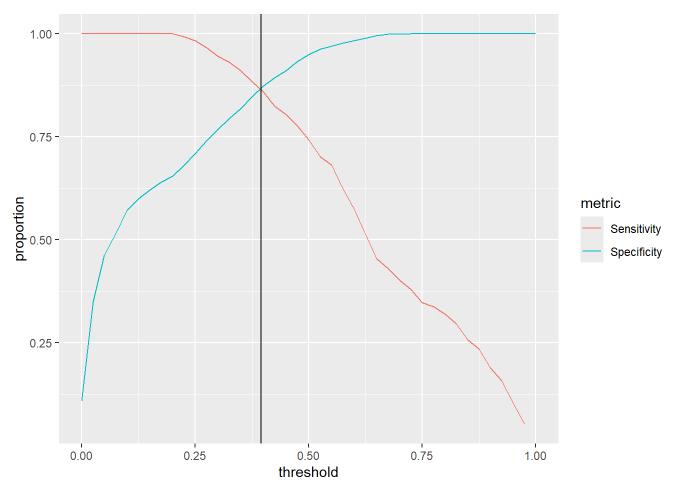
```
## Ranger result
##
## Call:
## ranger(formula = won ~ damage to players, data = fn)
##
## Type:
                                    Regression
## Number of trees:
                                    500
## Sample size:
                                    957
## Number of independent variables: 1
## Mtry:
## Target node size:
## Variable importance mode: none
## Splitrule:
                                  variance
## OOB prediction error (MSE):
                                  0.2415667
## R squared (OOB):
                                   -0.1403541
```

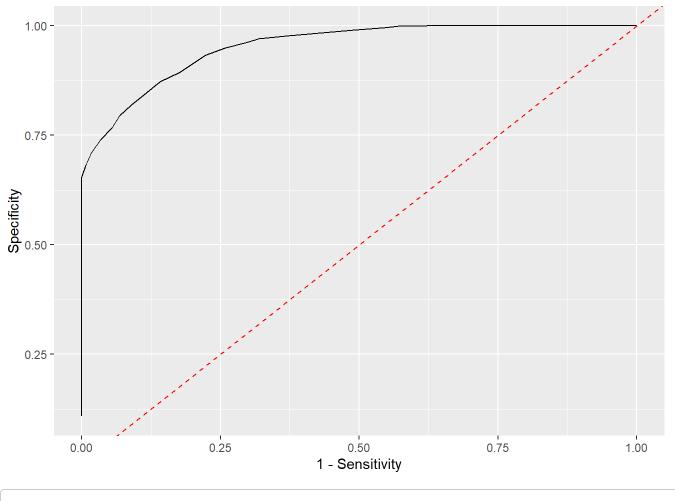
```
# Evaluate
tmp rf <- predict(m rf, data = fn)</pre>
fn <- fn %>%
 mutate(prob win rf = tmp rf$predictions)
# Create sensitivity & specificity plot
toplot <- NULL
for(thresh in seq(0,1,by = 0.025)) {
 fn <- fn %>%
 mutate(pred win rf = ifelse(prob win rf > thresh,
# Creating the sensitivity & specificity table
answer <- fn %>%
 group by (won, pred win rf) %>%
 summarise(nGames = n()) %>%
 group by (won) %>%
 mutate(total games = sum(nGames)) %>%
 ungroup() %>%
 mutate(proportion = nGames / total games) %>%
 # mutate(accuracy = sum((won == pred win lm)*nGames) / sum(nGames)) %>%
 mutate(threshold = thresh)
toplot <- toplot %>%
 bind rows(answer)
}
```

```
\#\# `summarise()` has grouped output by 'won'. You can override using the `.groups` \#\# argument.
```

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```





```
forAUC <- fn %>%
  select(won,prob_win_rf) %>%
  mutate(won = factor(won,levels = c('1','0')))

roc_auc(forAUC,won,prob_win_rf)
```

Cross validation to depress ourselves

```
set.seed(123)
cvRes <- NULL
for(i in 1:100) {
 train <- fn %>%
    select(won,damage_to_players) %>%
   drop na() %>%
    sample n(size = round(nrow(.)*.6))
  test <- fn %>%
    select(won,damage to players) %>%
    drop na() %>%
   anti_join(train)
  # Train the models
  tmpLM <- lm(won ~ damage to players,data = train)</pre>
  tmpGLM <- glm(won ~ damage_to_players,data = train,</pre>
                family = binomial(link = "logit"))
 tmpRF <- ranger(won ~ damage to players, data = train)</pre>
  # Test the models
  test %>%
    mutate(pred LM = predict(tmpLM, newdata = test),
           pred GLM = predict(tmpGLM, newdata = test))
}
```

```
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