Classification

Part 3

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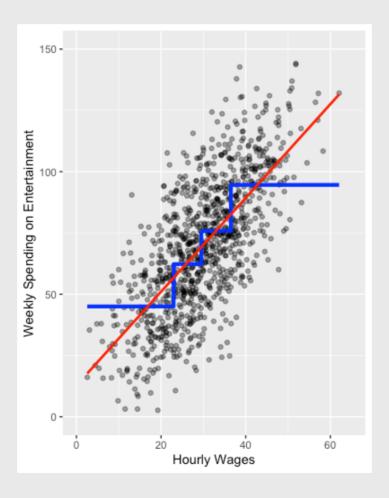
Slides Updated: 2024-07-11

Agenda

- 1. Recap of regression and classification
- 2. Introducing (some) machine learning algorithms

What is regression?

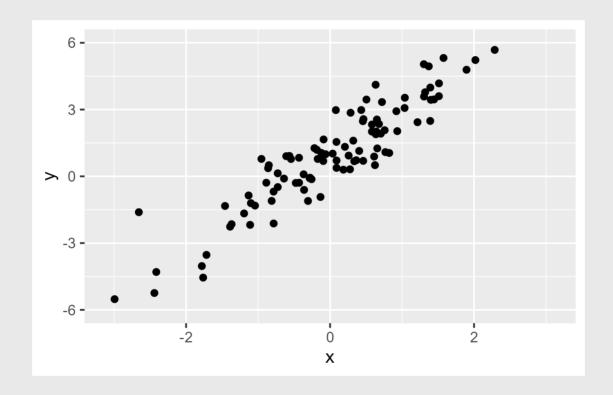
Conditional means for continuous data



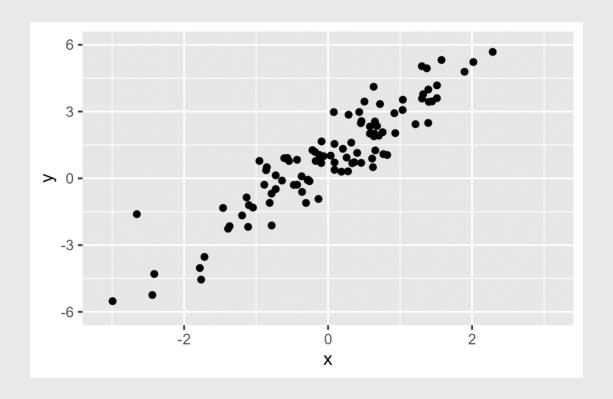
Regression

- Calculating a **line** that minimizes mistakes for every observation
 - NB: could be a curvey line! For now, just assume straight
- Recall from geometry how to graph a straight line
- Y = a + bX
 - a: the "intercept" (where the line intercepts the y-axis)
 - \circ b: the "slope" (how much Y changes for each increase in X)
- (Data scientists use lpha and eta instead of a and b b/c nerds)
- Regression analysis simply chooses the best line
 - "Best"?
 - The line that minimizes the mistakes (the line of best fit)

Visual Intuition



Visual Intuition

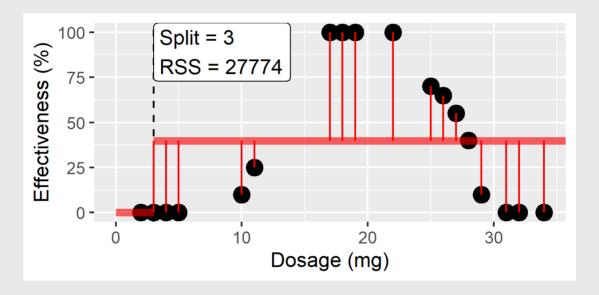


Two Camps Revisited

- Regression is great for theory testing
 - Results tell us something meaningful about our theory
- But if all we care about is prediction...?
 - Want to test every possible predictor (and combinations)
 - Don't care about relationships
 - Just care about accuracy
- Algorithms can save us time!
 - Random Forests
 - LASSO

Random Forests

• Identify the best "partition" (split) that divides the data



- In R: ranger
 - ∘ formula = Y ~ .

Random Forests

```
require(tidyverse)
require(scales)
require(tidymodels)
fn <-
read_rds('https://github.com/jbisbee1/ISP_Data_Science_2024/raw/main/da</pre>
```

Research Question

What predicts whether you win at Fortnite?

```
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'

form.full <- 'won ~ hits + assists + accuracy + head_shots +
damage_to_players + eliminations + revives + distance_traveled +
materials_gathered + mental_state + startTime + gameIdSession'</pre>
```

Comparing models

```
require(broom)
m.perf <- lm(as.formula(form.perf),fn)
tidy(m.perf)</pre>
```

```
## # A tibble: 6 × 5
                    estimate std.error statistic p.value
##
   term
  <chr>
                      <dbl> <dbl>
                                       <dbl>
                                               <dh1>
##
## 1 (Intercept)
                  0.0879 0.0377
                                       2.33 1.99e- 2
## 2 hits
                  0.000696 0.00100
                                       0.695 4.87e- 1
## 3 assists
                0.0345 0.0102 3.38 7.64e- 4
## 4 accuracy
                  -0.416 0.108 -3.85 1.26e- 4
## 5 head shots
                   -0.00481 0.00315 -1.53 1.27e- 1
  6 damage to players 0.000473 0.0000571 8.27 4.31e-16
```

Comparing models

```
m.games <- lm(as.formula(form.games),fn)
tidy(m.games)</pre>
```

```
## # A tibble: 5 × 5
## term
                       estimate std.error statistic p.value
##
  <chr>
                         <dh1>
                                  <db1>
                                           <dbl>
                                                   <db1>
## 1 (Intercept)
                                          1.89 5.94e- 2
                       4.17e-2 0.0221
## 2 eliminations
                       1.15e-2 0.00976 1.18 2.39e- 1
                       6.99e-2 0.0181 3.86 1.19e- 4
## 3 revives
## 4 distance traveled 1.81e-4 0.0000175 10.3 1.31e-23
## 5 materials gathered
                       -2.55e-6 0.0000351
                                         -0.0725 9.42e- 1
```

Comparing models

```
m.context <- lm(as.formula(form.context),fn)
tidy(m.context)</pre>
```

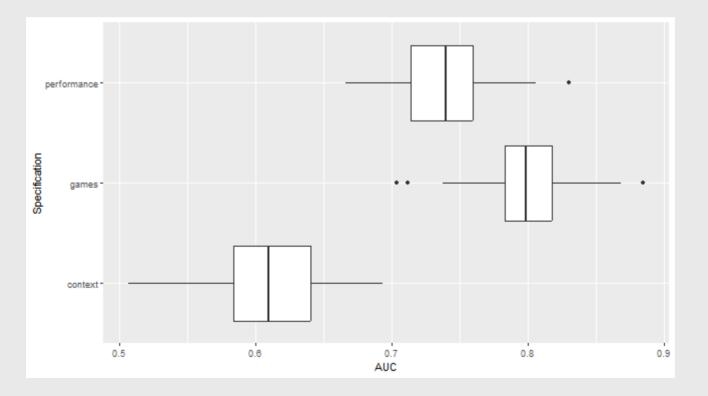
```
## # A tibble: 4 × 5
                        estimate std.error statistic p.value
## term
##
  <chr>
                          <db1>
                                   <dh1>
                                            <dbl> <dbl>
## 1 (Intercept)
                       9.03e+1 2.99e+1 3.02 2.58e-3
## 2 mental statesober
                     1.37e-1 2.93e-2 4.66 3.56e-6
## 3 startTime
                       -5.67e-8 1.88e-8 -3.02 2.64e-3
## 4 gameIdSession
                        1.46e-3 1.46e-3 0.998 3.19e-1
```

Evaluate Model Fit

```
cvRes <- NULL
for(i in 1:100) {
  inds <- sample(1:nrow(fn), size = round(nrow(fn)*.8), replace = F)</pre>
  train <- fn %>% slice(inds)
  test <- fn %>% slice(-inds)
  # Train
  mTmp.perf <- lm(as.formula(form.perf),train)</pre>
  mTmp.games <- lm(as.formula(form.games),train)</pre>
  mTmp.context <- lm(as.formula(form.context),train)</pre>
  # Test
  toEval <- test %>%
    mutate(prob.p = predict(mTmp.perf,newdata = test),
           prob.g = predict(mTmp.games,newdata = test),
           prob.c = predict(mTmp.context,newdata = test),
           truth = factor(won, levels = c('1', '0')))
  auc.p <- roc auc(toEval,truth,prob.p) %>%
    mutate(model = 'performance')
  auc.g <- roc auc(toEval,truth,prob.g) %>%
    mutate(model = 'games')
```

Evaluate Model Fit

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



Random Forests

```
require(ranger) # Fast random forests package
rf.f <- ranger(formula = as.formula(form.full),data = fn)

toEval <- fn %>%
   mutate(prob_won = rf.f$predictions) %>%
   mutate(truth = factor(won,levels = c('1','0')))

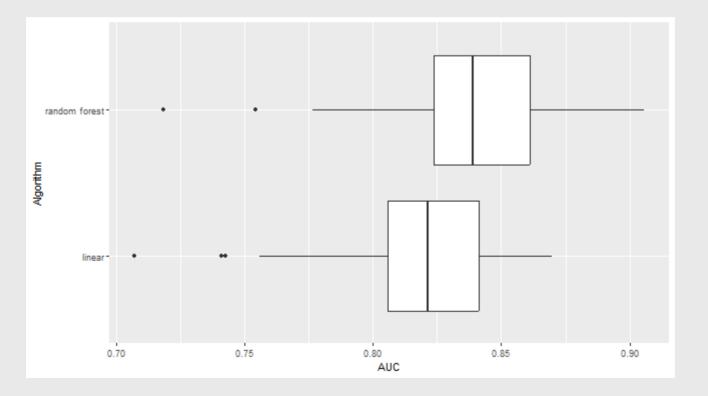
roc_auc(toEval,truth,prob_won)
```

Random Forest Comparison

```
cvRes <- NULL
for(i in 1:100) {
  inds <- sample(1:nrow(fn), size = round(nrow(fn)*.8), replace = F)</pre>
  train <- fn %>% slice(inds)
  test <- fn %>% slice(-inds)
  # Train
  mLM.f <- lm(as.formula(form.full),train)</pre>
  mRF.f <- ranger(as.formula(form.full),train)</pre>
  # Test
  # NEED TO RUN PREDICTION ON RF FIRST
  tmpPred <- predict(mRF.f,test)</pre>
  toFval <- test %>%
    mutate(prob.lm = predict(mLM.f,newdata = test),
           prob.rf = tmpPred$predictions,
           truth = factor(won, levels = c('1', '0')))
  auc.lm <- roc auc(toEval,truth,prob.lm) %>%
    mutate(model = 'linear')
  auc.rf <- roc auc(toEval,truth,prob.rf) %>%
```

Random Forest Comparison

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



What matters most?

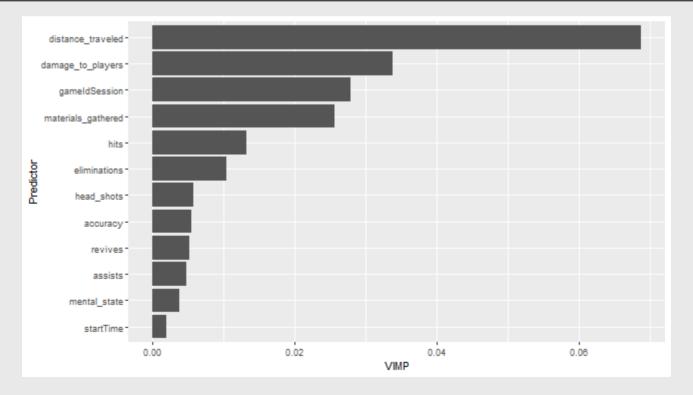
- Random Forests are particularly suitable for investigating variable importance
 - \circ l.e., which X predictors are most helpful?
- A few options, but we rely on permutation tests
 - Idea: run the best model you have, then re-run it after "permuting" one of the variables
 - "Permute" means randomly reshuffle...breaks relationship
 - How much worse is the model when you break a variable?

Variable Importance

• In ranger(), use importance = "permutation"

```
hits
##
                                  assists
                                                     accuracy
##
                              0.003892707
          0.013803552
                                                  0.005061289
##
           head shots
                       damage to players
                                                 eliminations
##
                              0.033652154
          0.005871168
                                                  0.011048596
              revives
##
                        distance traveled materials gathered
##
                                                  0.026299848
          0.005001197
                              0.068280506
                                                gameIdSession
##
         mental state
                                startTime
          0.005080621
                              0.000381819
                                                  0.027336278
##
```

Variable Importance



- "Least Absolute Shrinkage and Selection Operator"
- Concept: Make it hard for predictors to matter
 - \circ Practice: λ penalizes how many variables you can include

$$| \circ | \sum_{i=1}^n (y_i - \sum_j x_{ij} eta_j)^2 + \lambda \sum_{j=1}^p |eta_j| |$$

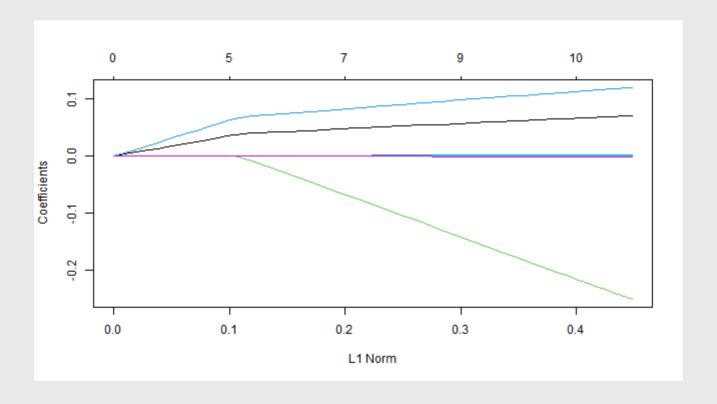
- Minimize the errors, but penalize for each additional predictor
- You could kitchen-sink a regression and get super low errors
- LASSO penalizes you from throwing everything into the kitchen sink
- In R, need to install a new package! install.packages('glmnet')

```
require(glmnet)
```

- Function doesn't use formulas
- Give it the raw data instead, divided into Y (outcome) and X (predictors)

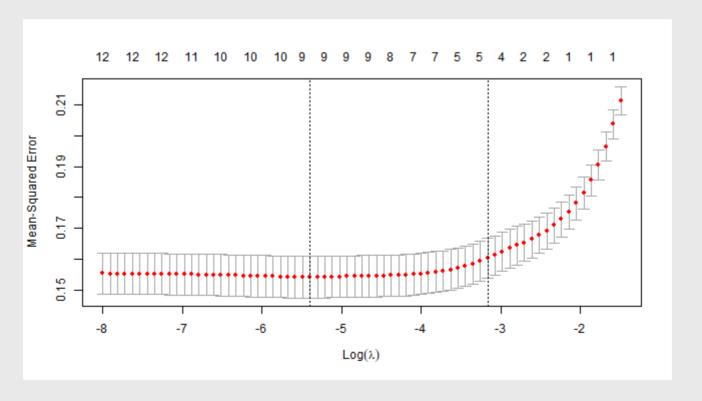
Now estimate!

plot(lassFit)

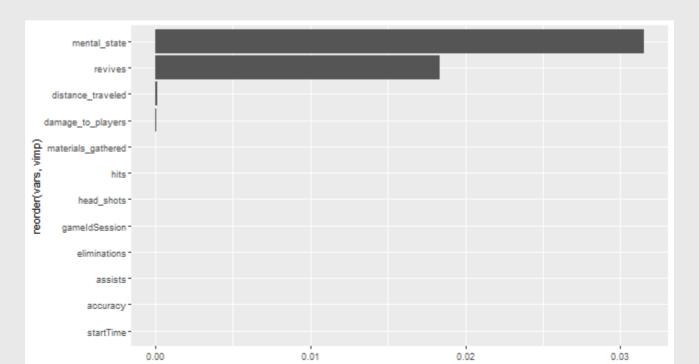


Has its own CV!

```
cv.lassFit <- cv.glmnet(x = as.matrix(X),y = as.matrix(Y))
plot(cv.lassFit)</pre>
```



Variable Importance



Conclusion

- Lots of powerful tools out there!
- Make sure to take more classes on these topics!