Lesson 25 NFL Field Goals Example with categorical variables (with # categories > 2)

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```
# Load packages
library(tidyverse)
field_goal <- read.csv("https://raw.githubusercontent.com/jkstarling/MA376/main/fg_2021.csv",header=T,
fg <- field_goal %>% select(c(field_goal_result, surface))
ind <- fg$field_goal_result == "blocked"</pre>
fg$field_goal_result[ind] <- "missed"</pre>
fg <- droplevels(fg)</pre>
levels(fg$surface)
## [1] "astroturf" "fieldturf" "fieldturf " "grass"
                                                          "matrixturf"
## [6] "sportturf"
fg.glm <- glm(field_goal_result ~ surface, data=fg, family = "binomial")</pre>
summary(fg.glm)
##
## glm(formula = field_goal_result ~ surface, family = "binomial",
      data = fg
##
## Deviance Residuals:
      Min 1Q Median
                                  3Q
                                          Max
## -0.5844 -0.5844 -0.5780 -0.4890
##
## Coefficients:
##
                     Estimate Std. Error z value Pr(>|z|)
## (Intercept) -1.735e+00 2.801e-01 -6.194 5.87e-10 ***
## surfacefieldturf 2.985e-02 3.573e-01
                                          0.084
                                                     0.933
## surfacefieldturf -3.291e-01 4.683e-01 -0.703
                                                     0.482
                                                     0.858
## surfacegrass 5.377e-02 3.005e-01 0.179
## surfacematrixturf -8.607e-01 5.416e-01 -1.589
                                                     0.112
## surfacesportturf 9.307e-16 5.239e-01
                                          0.000
                                                     1.000
## ---
## Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' ' 1
```

```
##
## (Dispersion parameter for binomial family taken to be 1)
##
## Null deviance: 897.79 on 1075 degrees of freedom
## Residual deviance: 892.35 on 1070 degrees of freedom
## AIC: 904.35
##
## Number of Fisher Scoring iterations: 5
```

contrasts(fg\$surface)

##		${\tt fieldturf}$	fieldturf	grass	${\tt matrixturf}$	sportturf
##	astroturf	0	0	0	0	0
##	fieldturf	1	0	0	0	0
##	fieldturf	0	1	0	0	0
##	grass	0	0	1	0	0
##	${\tt matrixturf}$	0	0	0	1	0
##	sportturf	0	0	0	0	1