## Homework 6

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PSTAT 131/231 Statistical Machine Learning - Fall 2022

## Tree-Based Models

## Exercise 1

Before we get started, let's load the Pokemon data in into our workspace.

```
Pokemon_data <- read.csv(file = "C:/Users/jules/OneDrive/Desktop/homework-5/data/Pokemon.csv")
```

Let's load the janitor package, and use its clean\_names() function on the Pokémon data. We'll save the results to work with for the rest of the assignment.

```
library(janitor)

Pokemon_data <- Pokemon_data %>%
    clean_names()
```

For this assignment, we'll handle the rarer classes by simply filtering them out. Let's filter the entire data set to contain only Pokemon whose type\_1 is Bug, Fire, Grass, Normal, Water, or Psychic.

```
Pokemon_data <- Pokemon_data %>%
filter(grepl("Bug|Fire|Grass|Normal|Water|Psychic", type_1))
```

Now that we're done filtering, let's convert type\_1, legendary, and generation to factors.

```
Pokemon_data$type_1 <- factor(Pokemon_data$type_1)
Pokemon_data$legendary <- factor(Pokemon_data$legendary)
Pokemon_data$generation <- factor(Pokemon_data$generation)
```

Let's perform an initial split of the data, and stratify by the outcome variable.

```
set.seed(8488)

Pokemon_split <- initial_split(Pokemon_data, prop=0.70, strata=type_1)

Pokemon_train <- training(Pokemon_split)
Pokemon_test <- testing(Pokemon_split)</pre>
```

For splitting the data, I chose a proportion of 0.70 because it allows for more training data, while retaining enough data to be tested since there is a limited amount of observations. The training data has 559 observations while the testing data has 241 observations.

Next, let's use v-fold cross-validation on the training set, using 5 folds. We'll stratify the folds by type\_1 as well.

```
Pokemon_folds <- vfold_cv(Pokemon_train, v = 5, strata=type_1)
```

In this case, stratifying the folds is useful to ensure that each fold is representative of all strata of the data.

Let's set up a recipe to predict type\_1 with legendary, generation, sp\_atk, attack, speed, defense, hp, and sp\_def. We'll also dummy-code legendary and generation, as well as center and scale all predictors.

```
## # A tibble: 318 x 13
                      speed defense
##
      sp_atk attack
                                               sp_def type_1 legen~1 gener~2 gener~3
                                          hp
##
                                                <dbl> <fct>
                                                                <dbl>
                                                                        <dbl>
                                                                                 <dbl>
       <dbl>
             <dbl>
                      <dbl>
                               <dbl>
                                       <dbl>
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
##
    1 -1.62 -1.36 -0.820
                              -1.18 -0.850
                                             -1.82
                                                       Bug
                                              0.365
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
##
    2 0.522 -0.886 0.0241
                             -0.649 - 0.310
                                                       Bug
##
    3 -1.62 -1.20
                    -0.652
                              -1.35 -1.03
                                             -1.82
                                                       Bug
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
##
    4 -1.47 -1.51
                    -1.16
                              -0.649 -0.850
                                             -1.63
                                                       Bug
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
##
    5 -0.857 0.525
                              -1.00 -0.130
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
                     0.193
                                              0.365
                                                       Bug
##
    6 - 1.78
              2.40
                     2.56
                              -1.00 -0.130
                                              0.365
                                                       Bug
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
##
    7 -0.857 -0.102 -1.50
                              -0.472 -1.21
                                             -0.544
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
                                                       Bug
##
       0.522 - 0.259
                     0.700
                              -0.296
                                     0.0505
                                             0.183
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
                                                       Bug
   9 -0.550 1.15
                                             0.365
##
                     1.21
                               0.410 0.0505
                                                       Bug
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
## 10 -0.550 1.62
                     0.531
                               1.12 -0.130
                                              0.00126 Bug
                                                               -0.245
                                                                       -0.416
                                                                               -0.486
## # ... with 308 more rows, 3 more variables: generation_X4 <dbl>,
       generation X5 <dbl>, generation X6 <dbl>, and abbreviated variable names
## #
       1: legendary_True, 2: generation_X2, 3: generation_X3
```