

The SAS System

11:25 Sunday, April 02, 2023

The SURVEYSELECT Procedure

Luke Beebe
HW2 SAS

My code with its comments is posted below. The following pages are the outputs I exported. This time I highlighted the significant numbers the questions asked for. I used the same sample data I used for HW1. I did some extra coding in SAS for this project to get the quintiles to separate the values of player_height and player_weight into their respective positions.

```
ods rtf file="C:\Users\lb943\Box\HW2_LukeBeebe_lb943_nbaplayers" style=journal;
/* import data */
proc import out=all_seasons
datafile="C:\Users\lb943\Box\all_seasons.csv"
dbms=csv
replace;
getnames=YES;
run;
/* same simple random sample from HW1 */
proc surveyselect data=all_seasons
out=sample
method=srs
sampsiz=30
seed=123;
run;
/* avg_height=200.61 cm avg_weight=100.37 kg (from population data) */
data sample1;
set sample;
height1=player_height-200.61;
weight1=player_weight-100.37;
run;
/* t-test on player's heights and weights */
proc means data=sample1 n mean std t prt;
var height1 weight1;
run; /* We do not reject the null on either */
/* finds quintiles */
proc univariate data=sample;
var player_height;
output out=quintile_height
pctlpts = 0 20 40 60 80 100
pctlpre = Q_;
run;
proc univariate data=sample;
var player_weight;
output out=quintile_weight
pctlpts = 0 20 40 60 80 100
pctlpre = Q_;
run;
proc print data=quintile_height;
run;
proc print data=quintile_weight;
run;
/* uses quintiles to separate player's positions based on height and weight */
data sample2;
```

The SURVEYSELECT Procedure

```

set sample;
if player_height >= 209.55 then position=5;
if 203.2 <= player_height < 209.55 then position=4;
if 198.12 <= player_height < 203.2 then position=3;
if 193.04 <= player_height < 198.12 then position=2;
if player_height < 193.04 then position=1;
run;
data sample3;
set sample;
if player_weight >= 115.212 then position=5;
if 107.048 <= player_weight < 115.212 then position=4;
if 98.2027 <= player_weight < 107.048 then position=3;
if 92.3060 <= player_weight < 98.2027 then position=2;
if player_weight < 92.3060 then position=1;
run;
proc print data=sample2;
var player_name position;
run;
proc print data=sample3;
var player_name position;
run;
/* frequency charts based on bins I made above */
proc freq data=sample2;
tables position;
run;
proc freq data=sample3;
tables position;
run;
/* interesting the quintiles didn't work out for player_height,
might've messed up somewhere */
proc corr data=sample;
var player_height;
with player_weight;
run;
/* strong, positive correlation between the variables at R^2=0.71655 */
ods rtf close;

```

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The SURVEYSELECT Procedure

<i>Selection Method</i>	Simple Random Sampling
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<i>Input Data Set</i>	ALL_SEASONS
<i>Random Number Seed</i>	123
<i>Sample Size</i>	30
<i>Selection Probability</i>	0.002438
<i>Sampling Weight</i>	410.16667
<i>Output Data Set</i>	SAMPLE

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The MEANS Procedure

Variable	N	Mean	Std Dev	t Value	Pr > t
height1	30	-0.1193333	8.4882438	-0.08	0.9392
weight1	30	2.8221800	12.5345611	1.23	0.2274

The SAS System**The UNIVARIATE Procedure****Variable: player_height**

<i>Moments</i>			
<i>N</i>	30	<i>Sum Weights</i>	30
<i>Mean</i>	200.490667	<i>Sum Observations</i>	6014.72
<i>Std Deviation</i>	8.48824377	<i>Variance</i>	72.0502823
<i>Skewness</i>	-0.5496373	<i>Kurtosis</i>	-0.1254856
<i>Uncorrected SS</i>	1207984.68	<i>Corrected SS</i>	2089.45819
<i>Coeff Variation</i>	4.23373512	<i>Std Error Mean</i>	1.5497342

<i>Basic Statistical Measures</i>			
<i>Location</i>		<i>Variability</i>	
<i>Mean</i>	200.4907	<i>Std Deviation</i>	8.48824
<i>Median</i>	200.6600	<i>Variance</i>	72.05028
<i>Mode</i>	193.0400	<i>Range</i>	33.02000
		<i>Interquartile Range</i>	12.70000

Note: The mode displayed is the smallest of 2 modes with a count of 5.

<i>Tests for Location: Mu0=0</i>				
<i>Test</i>	<i>Statistic</i>		<i>p Value</i>	
<i>Student's t</i>	<i>t</i>	129.371	<i>Pr > t </i>	<.0001
<i>Sign</i>	<i>M</i>	15	<i>Pr >= M </i>	<.0001
<i>Signed Rank</i>	<i>S</i>	232.5	<i>Pr >= S </i>	<.0001

<i>Quantiles (Definition 5)</i>	
<i>Level</i>	<i>Quantile</i>
100% Max	213.36
99%	213.36
95%	210.82
90%	210.82
75% Q3	205.74
50% Median	200.66
25% Q1	193.04
10%	190.50
5%	182.88

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The UNIVARIATE Procedure
Variable: player_height

Quantiles (Definition 5)	
Level	Quantile
1%	180.34
0% Min	180.34

Extreme Observations			
Lowest		Highest	
Value	Obs	Value	Obs
180.34	12	210.82	7
182.88	21	210.82	15
187.96	4	210.82	19
193.04	27	210.82	30
193.04	25	213.36	16

The SAS System**The UNIVARIATE Procedure****Variable: player_weight**

<i>Moments</i>			
<i>N</i>	30	<i>Sum Weights</i>	30
<i>Mean</i>	103.19218	<i>Sum Observations</i>	3095.7654
<i>Std Deviation</i>	12.5345611	<i>Variance</i>	157.115223
<i>Skewness</i>	0.10939109	<i>Kurtosis</i>	-0.5890755
<i>Uncorrected SS</i>	324015.122	<i>Corrected SS</i>	4556.34145
<i>Coeff Variation</i>	12.146813	<i>Std Error Mean</i>	2.28848729

<i>Basic Statistical Measures</i>			
<i>Location</i>		<i>Variability</i>	
<i>Mean</i>	103.1922	<i>Std Deviation</i>	12.53456
<i>Median</i>	100.6974	<i>Variance</i>	157.11522
<i>Mode</i>	117.9339	<i>Range</i>	52.16308
		<i>Interquartile Range</i>	19.05086

<i>Tests for Location: Mu0=0</i>				
<i>Test</i>	<i>Statistic</i>		<i>p Value</i>	
<i>Student's t</i>	<i>t</i>	45.09187	<i>Pr > t </i>	<.0001
<i>Sign</i>	<i>M</i>	15	<i>Pr >= M </i>	<.0001
<i>Signed Rank</i>	<i>S</i>	232.5	<i>Pr >= S </i>	<.0001

<i>Quantiles (Definition 5)</i>	
<i>Level</i>	<i>Quantile</i>
100% Max	131.5417
99%	131.5417
95%	117.9339
90%	117.9339
75% Q3	114.3052
50% Median	100.6974
25% Q1	95.2543
10%	86.6361
5%	83.9145
1%	79.3786
0% Min	79.3786

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The UNIVARIATE Procedure
Variable: player_weight

Extreme Observations			
Lowest		Highest	
Value	Obs	Value	Obs
79.3786	21	117.934	3
83.9145	12	117.934	7
86.1825	4	117.934	15
87.0897	8	117.934	23
89.8112	24	131.542	10

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<i>Obs</i>	<i>Q_0</i>	<i>Q_20</i>	<i>Q_40</i>	<i>Q_60</i>	<i>Q_80</i>	<i>Q_100</i>
1	180.34	193.04	198.12	203.2	209.55	213.36

The SAS System

<i>Obs</i>	<i>Q_0</i>	<i>Q_20</i>	<i>Q_40</i>	<i>Q_60</i>	<i>Q_80</i>	<i>Q_100</i>
1	79.3786	92.3060	98.2027	107.048	115.212	131.542

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<i>Obs</i>	<i>player_name</i>	<i>position</i>
1	Jerry Stackhouse	3
2	Marty Conlon	5
3	Danny Fortson	3
4	Charlie Ward	1
5	Chris King	4
6	Tom Hammonds	4
7	Herb Williams	5
8	Eldridge Recasner	2
9	Keith Van Horn	4
10	Jahidi White	4
11	Jerry Stackhouse	3
12	Chucky Atkins	1
13	Brian Cardinal	4
14	James White	3
15	Tim Duncan	5
16	JaVale McGee	5
17	O.J. Mayo	2
18	Andre Iguodala	3
19	Kevin Garnett	5
20	Terrence Jones	4
21	Darren Collison	1
22	Kyle Korver	3
23	Lavoy Allen	4
24	Matthew Dellavedo	2
25	David Nwaba	2
26	Jarrell Brantley	2
27	Talen Horton-Tuck	2
28	Udonis Haslem	4
29	Paul Watson	3
30	Santi Aldama	5

The SAS System

<i>Obs</i>	<i>player_name</i>	<i>position</i>
1	Jerry Stackhouse	3
2	Marty Conlon	4
3	Danny Fortson	5
4	Charlie Ward	1
5	Chris King	2
6	Tom Hammonds	3
7	Herb Williams	5
8	Eldridge Recasner	1
9	Keith Van Horn	5
10	Jahidi White	5
11	Jerry Stackhouse	3
12	Chucky Atkins	1
13	Brian Cardinal	4
14	James White	1
15	Tim Duncan	5
16	JaVale McGee	4
17	O.J. Mayo	2
18	Andre Iguodala	2
19	Kevin Garnett	4
20	Terrence Jones	4
21	Darren Collison	1
22	Kyle Korver	2
23	Lavoy Allen	5
24	Matthew Dellavedo	1
25	David Nwaba	3
26	Jarrell Brantley	4
27	Talen Horton-Tuck	3
28	Udonis Haslem	3
29	Paul Watson	2
30	Santi Aldama	2

The SAS System**The FREQ Procedure**

<i>position</i>	<i>Frequency</i> <i>(height)</i>	<i>Percent</i>	<i>Cumulative</i> <i>Frequency</i>	<i>Cumulative</i> <i>Percent</i>
1	3	10.00	3	10.00
2	6	20.00	9	30.00
3	7	23.33	16	53.33
4	8	26.67	24	80.00
5	6	20.00	30	100.00

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The FREQ Procedure

<i>position</i>	<i>Frequency</i> <i>(weight)</i>	<i>Percent</i>	<i>Cumulative</i> <i>Frequency</i>	<i>Cumulative</i> <i>Percent</i>
1	6	20.00	6	20.00
2	6	20.00	12	40.00
3	6	20.00	18	60.00
4	6	20.00	24	80.00
5	6	20.00	30	100.00

The SAS System**The CORR Procedure**

 1 With Variables: player_weight

 1 Variables: player_height

Simple Statistics

Variable	N	Mean	Std Dev	Sum	Minimum	Maximum
player_weight	30	103.19218	12.53456	3096	79.37860	131.54168
player_height	30	200.49067	8.48824	6015	180.34000	213.36000

 Pearson Correlation Coefficients, N = 30
 Prob > |r| under H0: Rho=0

	player_height
player_weight	0.71655 <.0001
