

Codebook for dataset

Autogenerated data summary from dataMaid

2020-08-11 18:04:36

Data report overview

The dataset examined has the following dimensions:

Feature	Result
Number of observations	9879
Number of variables	15

Codebook summary table

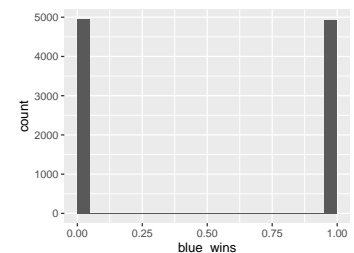
Label	Variable	Class	# unique values	Missing	Description
	blue_wins	numeric	2	0.00 %	game outcome for blue team (0: lose, 1: win)
	first_blood	numeric	2	0.00 %	first blood for blue team (binary)
	dragons	numeric	3	0.00 %	difference in the number of dragons slain by the two teams (blue-red)
	heralds	numeric	3	0.00 %	difference in the number of heralds slain by the two teams (blue-red)
	experience	numeric	5356	0.00 %	difference in total experience gained by the two teams (blue-red)
	kills	numeric	33	0.00 %	difference in the total number of kills by the two teams (blue-red)
	assists	numeric	46	0.00 %	difference in the total number of assists by the two teams (blue-red)
	towers_destroyed	numeric	7	0.00 %	difference in the number of tower destroyed by the two teams (blue-red)
	wards_placed	numeric	284	0.00 %	difference in the total number of wards placed by the two teams (blue-red)
	wards_destroyed	numeric	46	0.00 %	difference in the total number of wards destroyed by the two teams (blue-red)
	cs_per_min	numeric	401	0.00 %	difference in the average cs per minutes per player of the two teams (blue-red)

Label	Variable	Class	# unique values	Missing	Description
	gold_per_min	numeric	7044	0.00 %	difference in the average gold per minutes per player of the two teams (blue-red)
	avg_level	numeric	42	0.00 %	difference in the average player level of the two teams (blue-red)
	elite_monsters	numeric	5	0.00 %	difference in the number of elite monsters slain by the two teams (blue-red)
	total_jungle_minions_killed	numeric	110	0.00 %	difference in the total number of jungle minions killed by the two teams (blue-red)

Variable list

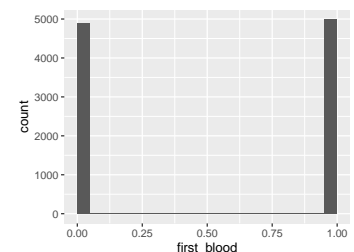
blue_wins

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	0
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



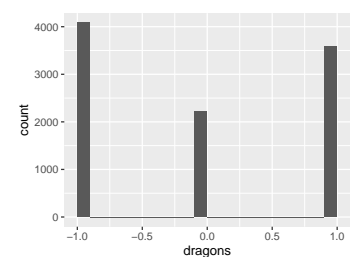
first_blood

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	2
Median	1
1st and 3rd quartiles	0; 1
Min. and max.	0; 1



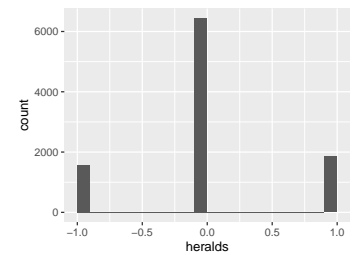
dragons

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	0
1st and 3rd quartiles	-1; 1
Min. and max.	-1; 1



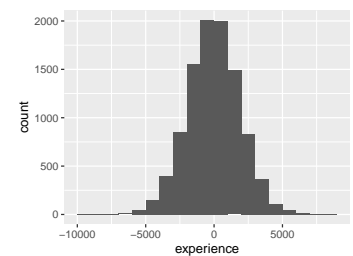
heralds

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	3
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	-1; 1



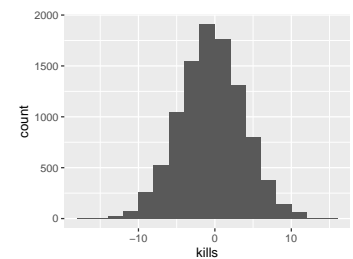
experience

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5356
Median	-28
1st and 3rd quartiles	-1290.5; 1212
Min. and max.	-9333; 8348



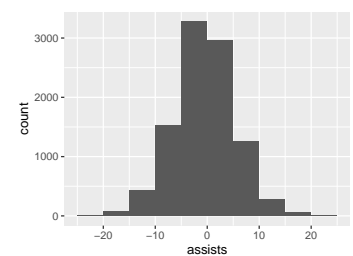
kills

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	33
Median	0
1st and 3rd quartiles	-3; 3
Min. and max.	-17; 16



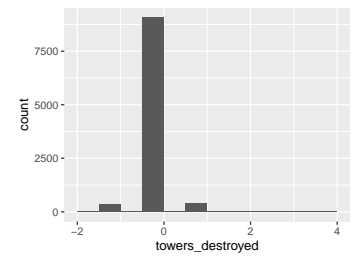
assists

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	46
Median	0
1st and 3rd quartiles	-4; 4
Min. and max.	-25; 23



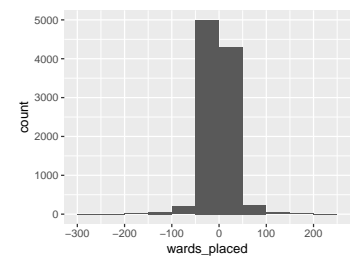
towers_destroyed

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	7
Median	0
1st and 3rd quartiles	0; 0
Min. and max.	-2; 4



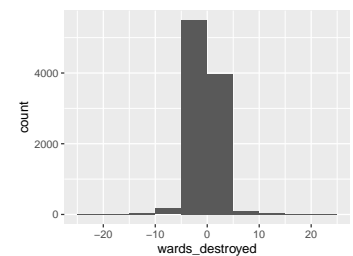
wards_placed

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	284
Median	0
1st and 3rd quartiles	-4; 4
Min. and max.	-260; 234



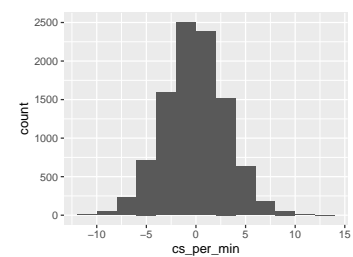
wards_destroyed

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	46
Median	0
1st and 3rd quartiles	-1; 1
Min. and max.	-23; 23



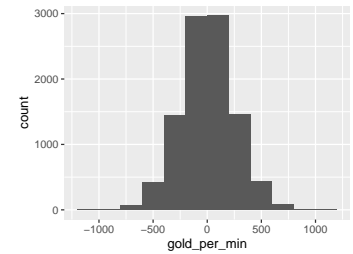
cs_per_min

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	401
Median	-0.1
1st and 3rd quartiles	-2.1; 2
Min. and max.	-12; 12.7



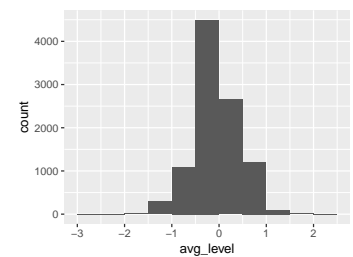
gold_per_min

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	7044
Median	1.4
1st and 3rd quartiles	-158.55; 159.6
Min. and max.	-1083; 1146.7



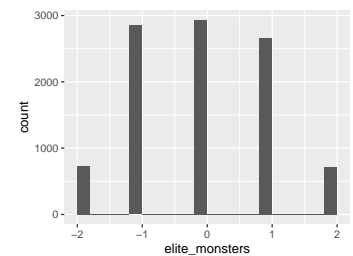
avg_level

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	42
Median	0
1st and 3rd quartiles	-0.4; 0.2
Min. and max.	-2.6; 2.4



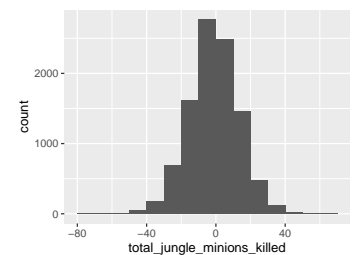
elite_monsters

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	5
Median	0
1st and 3rd quartiles	-1; 1
Min. and max.	-2; 2



total_jungle_minions_killed

Feature	Result
Variable type	numeric
Number of missing obs.	0 (0 %)
Number of unique values	110
Median	0
1st and 3rd quartiles	-10; 8
Min. and max.	-72; 64



Report generation information:

- Created by: Junhua Tan (username: JunhuaTan).

- Report creation time: Tue Aug 11 2020 18:04:37
- Report was run from directory: /Users/JunhuaTan/Documents/GitHub/STAT301-3-final-project
- dataMaid v1.4.0 [Pkg: 2019-12-10 from CRAN (R 3.6.0)]
- R version 3.6.3 (2020-02-29).
- Platform: x86_64-apple-darwin15.6.0 (64-bit)(macOS Catalina 10.15.6).
- Function call: `dataMaid::makeDataReport(data = dataset, mode = c("summarize", "visualize", "check"), smartNum = FALSE, file = "codebook_dataset.Rmd", replace = TRUE, checks = list(character = "showAllFactorLevels", factor = "showAllFactorLevels", labelled = "showAllFactorLevels", haven_labelled = "showAllFactorLevels", numeric = NULL, integer = NULL, logical = NULL, Date = NULL), listChecks = FALSE, maxProbVals = Inf, codebook = TRUE, reportTitle = "Codebook for dataset")`