# FinalProject

December 10, 2019

```
[218]: import pandas as pd
      import numpy as np
      import matplotlib.pyplot as plt
      import seaborn as sns
      import calendar
      from datetime import datetime
      from pandas import Series
      from math import ceil
      import warnings
      warnings.filterwarnings('ignore')
      df = pd.read_csv('Video_Games_Sales.csv')
[218]: Name
                          object
     Platform
                           object
      Year_of_Release
                         float64
      Genre
                          object
      Publisher
                          object
      NA_Sales
                         float64
      EU_Sales
                         float64
      JP_Sales
                         float64
      Other_Sales
                         float64
      Global_Sales
                         float64
      Critic_Score
                         float64
      Critic_Count
                         float64
      User Score
                          object
     User_Count
                         float64
     Developer
                          object
      Rating
                          object
      dtype: object
```

## 0.1 Data Analysis

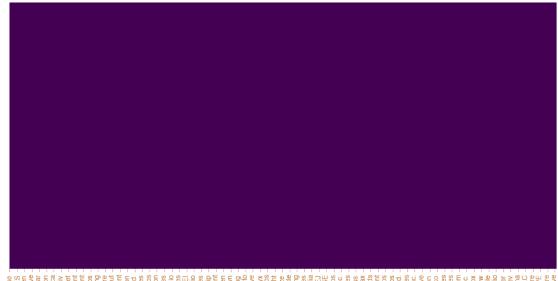
## Missing Values Show the missing values distribution:

```
[217]: plt.figure(figsize=(14,7))
sns.heatmap(df.isnull(),yticklabels=False,cbar=False,cmap='viridis')
df['Global_Sales_Log'] = np.log1p(df['Global_Sales'])
```

```
df['NA_Sales_Log'] = np.log1p(df['NA_Sales'])
      df['EU_Sales_Log'] = np.log1p(df['EU_Sales'])
      df['JP_Sales_Log'] = np.log1p(df['JP_Sales'])
      df['Other_Sales_Log'] = np.log1p(df['Other_Sales'])
      null_columns=df.columns[df.isnull().any()]
      df[null_columns].isnull().sum()
[217]: Year_of_Release
                                                    float64
      NA_Sales
                                                    float64
      EU_Sales
                                                    float64
      JP_Sales
                                                    float64
      Other_Sales
                                                    float64
      Global Sales
                                                    float64
      Platform_XB
                                                    float64
      Platform_X360
                                                    float64
      Platform_XOne
                                                    float64
      Platform_PC
                                                    float64
      Platform_PS
                                                    float64
      Platform_PS2
                                                    float64
      Platform_PS3
                                                    float64
      Platform_PS4
                                                    float64
      Platform_PSP
                                                    float64
     Platform PSV
                                                    float64
     Platform_GB
                                                    float64
     Platform_GBA
                                                    float64
     Platform DS
                                                    float64
     Platform_3DS
                                                    float64
     Platform NES
                                                    float64
      Platform_SNES
                                                    float64
      Platform N64
                                                    float64
      Platform_GC
                                                    float64
      Platform_Wii
                                                    float64
      Platform_WiiU
                                                    float64
      Genre_Action
                                                    float64
                                                    float64
      Genre_Adventure
      Genre_Fighting
                                                    float64
                                                    float64
      Genre_Misc
                                                      . . .
      Flying Lab Software
                                                    float64
      1C, Ino-Co, 1C Company
                                                    float64
      Autumn Moon
                                                    float64
      Tate Interactive
                                                    float64
      Elixir Studios
                                                    float64
      Compulsion Games
                                                    float64
      Camouflaj, LLC
                                                    float64
      DMA Design, Rockstar North
                                                    float64
```

King of the Jungle	float64
Spidersoft, Spiders	float64
Tecmo, Graphic Research	float64
Battlefront.com, 1C, 1C Company	float64
EA Phenomic	float64
Empty Clip Studios	float64
Headgate	float64
Coffee Stain Studios	float64
Boston Animation	float64
React Games	float64
Inferno Games	float64
Katauri Interactive	float64
High Moon Studios, Mercenary Technologies	float64
Infinite Dreams, Paragon 5	float64
Big Red Software	float64
Fluid Studios	float64
Atomic Games	float64
Global_Sales_Log	float64
NA_Sales_Log	float64
EU_Sales_Log	float64
JP_Sales_Log	float64
Other_Sales_Log	float64

Length: 1491, dtype: object



Pation NES

Agastuma Engineering

Parint Software Entertainment

Swing! Entertainment

Pare Lid

Pokkstulos

Pandemic Sudios

Pandemic Sudios

Pandemic Sudios

Pandemic Sudios

Crierion Games

Crierion Games

Crierion Games

Pation Next Level Studios

Pation Studios

SCE Japan Sudio

Viscoral Games

Radical Entertainment

Tarsier Studios. Double Eleven

Uesed It Stowne Brown

Browne Brown

Browne Brown

Pation Coast Power & Light

Bunkasha Publishing

Wachinedanes

Pacific Coast Power & Light

Bunkasha Publishing

Wachinedanes

Pacific Coast Power & Light

Banprasto. Sudios

Sudios

Pacific Coast Power & Light

Bunkasha Publishing

Wachinedanes

Pacific Coast Power & Light

Bunkasha Publishing

Wachinedanes

Productor Lice

Bunkasha Publishing

Wachinedanes

Full Las

Productor Coast Power & Light

Banprasto. Sudios

Banprasto. Sudios

Full Bunea Vista Games

Productor Level

Productor Level

Bis Studios

Productor Coastor Coauco Coa

```
[186]: # we can see there are lots of missing values in Critic_Score, Critic_Count, #User_Score etc. While there are ONLY TWO missing in Name and Genre.
```

# 1 Data Cleaning

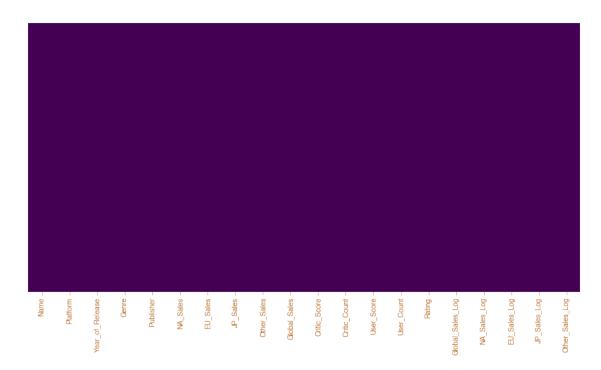
```
[187]: df.drop(index=[659,14246],inplace=True)
      df[df.Year_of_Release.isnull()]
      df.Year of Release = df.Year of Release.fillna(0)
      df[df['Year_of_Release']==0].Platform.unique()
      PS2_median = df[df['Platform'] == 'PS2']['Year_of_Release'].median()
      Wii median = df[df['Platform'] == 'Wii']['Year_of_Release'].median()
      x2600median = df[df['Platform'] == '2600']['Year of Release'].median()
      X360 median = df[df['Platform'] == 'X360']['Year of Release'].median()
      GBA median = df[df['Platform'] == 'GBA']['Year of Release'].median()
      PC_median = df[df['Platform'] == 'PC']['Year_of_Release'].median()
      PS3_median = df[df['Platform'] == 'PS3']['Year_of_Release'].median()
      PS_median = df[df['Platform'] == 'PS']['Year_of_Release'].median()
      PSP median = df[df['Platform'] == 'PSP']['Year of Release'].median()
      XB_median = df[df['Platform'] == 'XB']['Year_of_Release'].median()
      GB_median = df[df['Platform'] == 'GB']['Year_of_Release'].median()
      DS_median = df[df['Platform'] == 'DS']['Year_of_Release'].median()
      x3DS median = df[df['Platform'] == '3DS']['Year of Release'].median()
      N64_median = df[df['Platform'] == 'N64']['Year_of_Release'].median()
      PSV median = df[df['Platform'] == 'PSV']['Year of Release'].median()
      GC_median = df[df['Platform'] == 'GC']['Year_of_Release'].median()
      # Function that returns the median of the platform if year = 0. Else it returns_{\sqcup}
      \rightarrowthe year.
      def year_filler(x):
          if x.Year_of_Release == 0:
              if x.Platform == 'PS2':
                  return PS2_median
              elif x.Platform == 'Wii':
                  return Wii median
              elif x.Platform == '2600':
                  return x2600median
              elif x.Platform == 'X360':
                  return X360_median
              elif x.Platform == 'GBA':
                  return GBA_median
              elif x.Platform == 'PC':
                  return PC_median
```

```
elif x.Platform == 'PS3':
            return PS3_median
        elif x.Platform == 'PS':
            return PS_median
        elif x.Platform == 'PSP':
            return PSP_median
        elif x.Platform == 'XB':
            return XB median
        elif x.Platform == 'GB':
            return GB median
        elif x.Platform == 'DS':
            return DS median
        elif x.Platform == '3DS':
            return x3DS_median
        elif x.Platform == 'N64':
            return N64_median
        elif x.Platform == 'PSV':
            return PSV median
        elif x.Platform == 'GC':
            return GC_median
        else:
            return 1900
    else:
        return x.Year_of_Release
# apply function to replace values
df.Year_of_Release = df.apply(year_filler, axis=1)
df['Publisher'].fillna(value='Unknown', inplace=True)
# We will start by filling the missing values of Critic Score and Critic Count.
df.Critic_Score = df.Critic_Score.fillna(df.Critic_Score.median())
df.Critic_Count = df.Critic_Count.fillna(df.Critic_Count.median())
# We will start by filling the missing values of Critic Score and Critic Count.
# Because Critic_Score has NaN values, we will first fill those NaN values with_
\hookrightarrow 0.
df.User_Score = df.User_Score.fillna(0)
# Some values of Critic_Score have the value'tbd'. These values need to be_
\rightarrowreplaces with 100.
df.User_Score.replace(to_replace='tbd',value=100,inplace=True)
# We will do the same for User_Count
df.User_Count = df.User_Count.fillna(df.User_Count.median())
```

```
# Replace the missing values of Rating with Unknown.
df.Rating.fillna('Unknown',inplace=True)
# Because Developer has too many unique values, we will drop this column.
df.drop('Developer',axis=1,inplace=True)
columns = df.columns
percent_missing = df.isnull().sum() * 100 / len(df)
missing_value_df = pd.DataFrame({'column_name': columns,
                                 'percent_missing': percent_missing})
print(missing_value_df)
### Missing Values Show the missing values distribution:
plt.figure(figsize=(14,7))
sns.heatmap(df.isnull(),yticklabels=False,cbar=False,cmap='viridis')
df['Global_Sales_Log'] = np.log1p(df['Global_Sales'])
df['NA_Sales_Log'] = np.log1p(df['NA_Sales'])
df['EU_Sales_Log'] = np.log1p(df['EU_Sales'])
df['JP_Sales_Log'] = np.log1p(df['JP_Sales'])
df['Other_Sales_Log'] = np.log1p(df['Other_Sales'])
null_columns=df.columns[df.isnull().any()]
df[null_columns].isnull().sum()
dforiginal=df;
```

	column_name	percent_missing
Name	Name	0.0
Platform	Platform	0.0
Year_of_Release	Year_of_Release	0.0
Genre	Genre	0.0
Publisher	Publisher	0.0
NA_Sales	NA_Sales	0.0
EU_Sales	EU_Sales	0.0
JP_Sales	JP_Sales	0.0
Other_Sales	Other_Sales	0.0
Global_Sales	Global_Sales	0.0
Critic_Score	Critic_Score	0.0
Critic_Count	Critic_Count	0.0
User_Score	User_Score	0.0
User_Count	User_Count	0.0
Rating	Rating	0.0
Global_Sales_Log	<pre>Global_Sales_Log</pre>	0.0
NA_Sales_Log	NA_Sales_Log	0.0

```
EU_Sales_LogEU_Sales_Log0.0JP_Sales_LogJP_Sales_Log0.0Other_Sales_LogOther_Sales_Log0.0
```



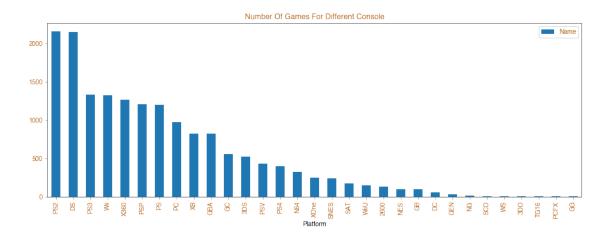
# 2 Data Analysis & Data visualization:

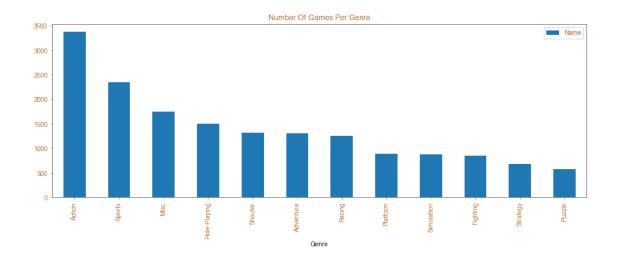
```
[188]: #Plot Top values in the dataset By platform, developer and genre.
import matplotlib.pyplot as plt
%matplotlib inline

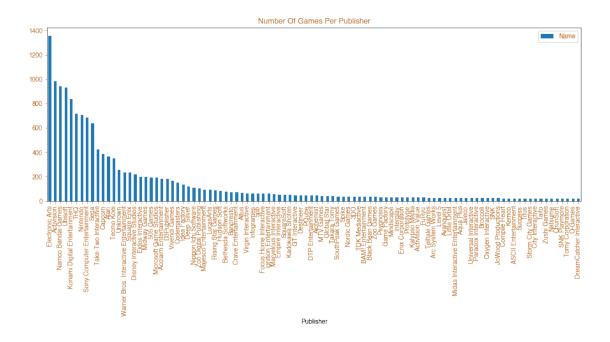
# set font
plt.rcParams['font.family'] = 'sans-serif'
plt.rcParams['font.sans-serif'] = 'Helvetica'

# set the style of the axes and the text color
plt.rcParams['axes.edgecolor']='#333F4B'
plt.rcParams['axes.linewidth']=0.8
plt.rcParams['xtick.color']='#b5651d'
plt.rcParams['ytick.color']='#b5651d'
plt.rcParams['text.color']='#b5651d'
plt.rcParams['figure.figsize'] = 15, 5
```

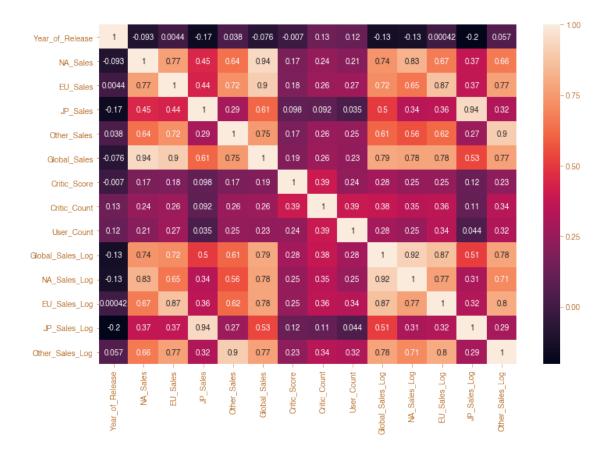
[188]: <matplotlib.axes.\_subplots.AxesSubplot at 0x1a23eeacc0>







# **DATA CORRELATION**



# [190]: ## UTITLITY FUNCTION FOR PRINTING CLASSIFICATION REPORT [191]: import seaborn as sns import numpy as np from sklearn.metrics import precision\_recall\_fscore\_support import matplotlib.pyplot as plt y = np.random.randint(low=0, high=10, size=100) y\_p = np.random.randint(low=0, high=10, size=100) def plot\_classification\_report(y\_tru, y\_prd, figsize=(10, 10), ax=None): plt.figure(figsize=figsize) xticks = ['precision', 'recall', 'f1-score', 'support'] yticks = list(np.unique(y\_tru)) yticks += ['avg'] rep = np.array(precision\_recall\_fscore\_support(y\_tru, y\_prd)).T avg = np.mean(rep, axis=0) avg[-1] = np.sum(rep[:, -1])rep = np.insert(rep, rep.shape[0], avg, axis=0)

```
sns.heatmap(rep,
                      annot=True,
                      cbar=False,
                      xticklabels=xticks,
                      yticklabels=yticks,
                      ax=ax)
[192]: ## UTITLITY FUNCTION FOR PRINTING CONFUSION MATRIX
[193]: import itertools
      import matplotlib.pyplot as plt
      import numpy as np
      from sklearn.metrics import confusion_matrix
      # Source: http://scikit-learn.org/stable/auto_examples/model_selection/
                plot\_confusion\_matrix.html\#confusion\_matrix
      def plot_confusion_matrix(cm, classes,
                                normalize=False,
                                title='Confusion matrix',
                                 cmap=plt.cm.Blues):
          HHHH
          This function prints and plots the confusion matrix.
          Normalization can be applied by setting `normalize=True`.
          11 11 11
          if normalize:
              cm = cm.astype('float') / cm.sum(axis=1)[:, np.newaxis]
              print("Normalized confusion matrix")
          else:
              print('Confusion matrix, without normalization')
          print(cm)
          plt.imshow(cm, interpolation='nearest', cmap=cmap)
          plt.title(title)
          plt.colorbar()
          tick_marks = np.arange(len(classes))
          plt.xticks(tick_marks, classes, rotation=45)
          plt.yticks(tick_marks, classes)
          fmt = '.2f' if normalize else 'd'
          thresh = cm.max() / 2.
          for i, j in itertools.product(range(cm.shape[0]), range(cm.shape[1])):
              plt.text(j, i, format(cm[i, j], fmt),
                       horizontalalignment="center",
                       color="white" if cm[i, j] > thresh else "black")
          plt.tight_layout()
```

```
plt.ylabel('True label')
          plt.xlabel('Predicted label')
[194]: # Data Transformation
      df.drop(index=[0], inplace=True)
      #Transform datatypeschange the datatypefrom real number -> integer
      # Transform year from float to integer
      df['Year_of_Release'] = df.Year_of_Release.astype(int)
      # Transform Critic_Score from float to integer
      df['Critic_Score'] = df.Critic_Score.astype(int)
      # Transform Critic_Count from float to integer
      df['Critic_Count'] = df.Critic_Count.astype(int)
      # Transform User_Count from float to integer
      df['User_Count'] = df.User_Count.astype(int)
      # Transform User_Score to int
      df.User_Score = pd.to_numeric(df.User_Score, errors='coerce')
[195]: # Categorical encoding and standardization
      # First we will create a new feature, based on the year of release.
      # The new feature 'years_after_release' = year of release - release date of the \Box
       \rightarrow platform
      # Create new, empty column
      df['year_after_release'] = ''
      # Create variables for all console relese years
      PS2_release = 2000
      Wii release = 2006
      x2600_release = 1977
      X360_{release} = 2005
      GBA_release = 2001
      PS3_release = 2006
      PS_release = 1994
      PSP_release = 2004
      XB_release = 2001
      GB_release = 1989
      DS release = 2004
      x3DS_release = 2011
      N64\_release = 1996
      PSV_release = 2011
      GC_release = 2001
```

```
def year_after_release_filler(x):
              if x.Platform == 'PS2':
                  return x.Year_of_Release - PS2_release
              elif x.Platform == 'Wii':
                  return x.Year_of_Release - Wii_release
              elif x.Platform == '2600':
                  return x.Year_of_Release - x2600_release
              elif x.Platform == 'X360':
                  return x.Year_of_Release - X360_release
              elif x.Platform == 'GBA':
                  return x.Year_of_Release - GBA_release
              elif x.Platform == 'PS3':
                  return x.Year_of_Release - PS3_release
              elif x.Platform == 'PS':
                  return x.Year_of_Release - PS_release
              elif x.Platform == 'PSP':
                  return x.Year_of_Release - PSP_release
              elif x.Platform == 'XB':
                  return x.Year_of_Release - XB_release
              elif x.Platform == 'GB':
                  return x.Year_of_Release - GB_release
              elif x.Platform == 'DS':
                  return x.Year_of_Release - DS_release
              elif x.Platform == '3DS':
                  return x.Year_of_Release - x3DS_release
              elif x.Platform == 'N64':
                  return x.Year_of_Release - N64_release
              elif x.Platform == 'PSV':
                  return x.Year_of_Release - PSV_release
              elif x.Platform == 'GC':
                  return x.Year_of_Release - GC_release
              else:
                  return 1
      df.year_after_release = df.apply(year_after_release_filler, axis=1)
      df.drop(index=[15959],inplace=True)
      df[df['year_after_release'] <0]</pre>
[195]:
                                                Name Platform Year_of_Release \
      1340
                                 Disney's DuckTales
                                                           GB
                                                                          1988
      2076
                                     NFL Fever 2002
                                                           XВ
                                                                          2000
```

GBA

2000

12301 ESPN Winter X-Games: Snowboarding 2002

```
Publisher NA_Sales EU_Sales JP_Sales \
          Genre
1340
      Platform
                                                   0.82
                                                             0.23
                                                                       0.35
                                       Capcom
                                                                       0.00
2076
         Sports
                       Microsoft Game Studios
                                                   0.74
                                                             0.21
                                                   0.05
                                                                       0.00
12301
         Sports Konami Digital Entertainment
                                                             0.02
      Other_Sales Global_Sales ... Critic_Count User_Score User_Count
1340
              0.03
                                                 21
                                                            0.0
                            1.43 ...
                                                                         24
2076
              0.04
                            0.99 ...
                                                            8.5
                                                 24
                                                                         10
12301
              0.00
                                                            0.0
                            0.06 ...
                                                 21
                                                                         24
       Rating Global_Sales_Log NA_Sales_Log EU_Sales_Log JP_Sales_Log \
1340
      Unknown
                       0.887891
                                     0.598837
                                                   0.207014
                                                                 0.300105
2076
            F.
                       0.688135
                                     0.553885
                                                   0.190620
                                                                 0.00000
12301 Unknown
                       0.058269
                                     0.048790
                                                   0.019803
                                                                 0.000000
       Other_Sales_Log year_after_release
1340
              0.029559
                                        -1
2076
              0.039221
                                        -1
12301
              0.000000
                                        -1
[3 rows x 21 columns]
```

### 2.0.1 Learning(Training) and Evaluation(Testing)

### 2.0.2 Split Train Cases and Test Cases

```
print(df10.columns)
             scaled_features = scaler.fit_transform(df10[['Critic_Score',_
               →'Critic_Count','User_Score','User_Count','year_after_release']])
             scaled_df = pd.DataFrame(scaled_features, columns=['Critic_Score',_
               → 'Critic Count', 'User Score', 'User Count', 'year after release'])
             df10 = pd.merge(scaled_df, df, left_index=True, right_index=True)
             # # Drop original non-standardized features
             columns = ['Critic_Score_y', __
              -- 'EU_Sales', 'JP_Sales', 'Other_Sales', 'Global_Sales', 'year_after_release_y']
             df10.drop(columns, inplace=True, axis=1)
             X = df10.
               drop(['Global_Sales_Log','NA_Sales_Log','EU_Sales_Log','JP_Sales_Log','Other_Sales_Log'], المالية
               →axis=1)
             y = df10['Global Sales Log']
             X=df10[['Critic_Score_x', 'Critic_Count_x', 'User_Score_x', 'User_Count_x', 'User_Score_x', 'User_Count_x', 'User_Score_x', 'U
               Index(['Platform 3D0', 'Platform 3DS', 'Platform DC', 'Platform DS',
                            'Platform_GB', 'Platform_GBA', 'Platform_GC', 'Platform_GEN',
                           'Platform_GG', 'Platform_N64',
                           'Critic_Count', 'User_Score', 'User_Count', 'Rating',
                           'Global_Sales_Log', 'NA_Sales_Log', 'EU_Sales_Log', 'JP_Sales_Log',
                           'Other_Sales_Log', 'year_after_release'],
                         dtype='object', length=649)
[197]: ##Learning and evaluation
             from sklearn.model selection import KFold
             from sklearn.model_selection import train_test_split
             X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.33,_
               →random_state=101)
             from sklearn.model_selection import GridSearchCV
             from sklearn.model_selection import cross_val_score
             from sklearn.model_selection import learning_curve
```

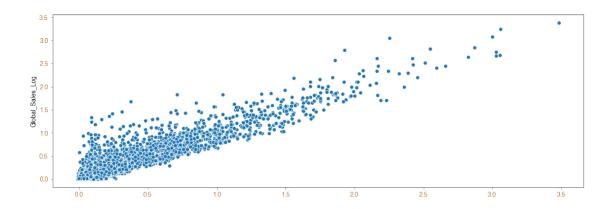
#### 2.1 1.First ML Problem

X=> Critic\_Score\_x', 'Critic\_Count\_x', 'User\_Score\_x', 'User\_Count\_x', 'year\_after\_release\_x'
y=> Global\_Sales\_Log

# 1.Linear Regression

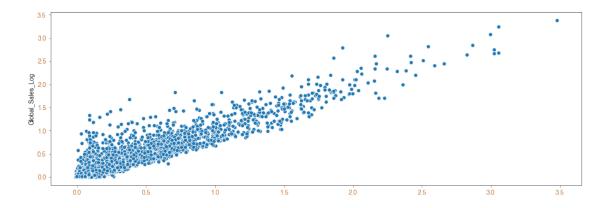
```
[222]: # 1.Linear Regression
      from sklearn.linear_model import LinearRegression
      lr = LinearRegression()
      lr.fit(X_train,y_train)
      lr_predictions = lr.predict(X_test)
      # Evaluate model
      from sklearn.metrics import explained_variance_score, mean_squared_error,_
       →mean_absolute_error
      sns.scatterplot(lr_predictions,y_test)
      MAE_lr = mean_absolute_error(y_test, lr_predictions)
      MSE_lr = mean_squared_error(y_test, lr_predictions)
      var_lr = explained_variance_score(y_test, lr_predictions)
      print("accuracy : " + str(lr.score(X_test,y_test)))
      print("mean_absolute_error :" + str(MAE_lr))
      print("mean_squared_error :" + str(MSE_lr))
      print("variance_score :" + str(var_lr))
```

accuracy :0.8523184660252421 mean\_absolute\_error :0.09902835743695935 mean\_squared\_error :0.02286022063308966 variance\_score :0.8523184741545611



### 2. Ridge Regression

```
[223]: # 2. Ridge Regression
     from sklearn.linear_model import Ridge
     ridge = Ridge()
     parameters = {'alpha': [0.001,0.005,0.01,0.1,0.5,1], 'normalize': [True, False], ___
      →'tol':[1e-06,5e-06,1e-05,5e-05]}
     grid_ridge = GridSearchCV(ridge, parameters, cv=10, verbose=1, scoring = __
      grid_ridge.fit(X_train, y_train)
     print(grid_ridge.best_score_)
     print(grid_ridge.best_params_)
     ridge_optimized = Ridge(alpha= 1, normalize= False, tol=1e-06)
     ridge_optimized.fit(X_train,y_train)
     ridge_pred = ridge_optimized.predict(X_test)
     MAE_ridge = mean_absolute_error(y_test, ridge_pred)
     MSE_ridge = mean_squared_error(y_test, ridge_pred)
     var_ridge = explained_variance_score(y_test, ridge_pred)
     print("mean_absolute_error :" + str(MAE_ridge))
     print("mean_squared_error :" + str(MSE_ridge))
     print("variance :" + str(var_ridge))
     print("accuracy : " + str(ridge_optimized.score(X_test,y_test)))
     sns.scatterplot(ridge_pred,y_test)
     Fitting 10 folds for each of 48 candidates, totalling 480 fits
     [Parallel(n_jobs=1)]: Using backend SequentialBackend with 1 concurrent workers.
     0.8434304695922168
     {'alpha': 0.1, 'normalize': False, 'tol': 1e-06}
     mean_absolute_error :0.09908128080265304
     mean_squared_error :0.022863384030535606
     variance :0.8522980350467355
     accuracy :0.8522980298538295
     [Parallel(n_jobs=1)]: Done 480 out of 480 | elapsed:
                                                             1.3s finished
[223]: <matplotlib.axes._subplots.AxesSubplot at 0x1a237acb38>
```



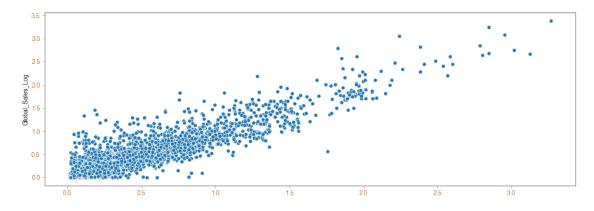
# 3. RandomForest Regression

```
[226]: from sklearn.ensemble import RandomForestRegressor
    rf = RandomForestRegressor()
    rf.fit(X_train,y_train)
    rf_predictions = rf.predict(X_test)
    MAE_rf = mean_absolute_error(y_test, rf_predictions)
    MSE_rf = mean_squared_error(y_test, rf_predictions)
    print("mae: " + str(MAE_rf))
    print("mse: " + str(MSE_rf))
    print("accuracy :" + str(rf.score(X_test,y_test)))
    print("variance :" + str(explained_variance_score(y_test, rf_predictions)))
```

mae: 0.09884309984717227 mse: 0.02510867527810916 accuracy :0.8377930055592785 variance :0.8379337860864112

```
[201]: sns.scatterplot(rf_predictions,y_test)
```

[201]: <matplotlib.axes.\_subplots.AxesSubplot at 0x1a1be7a2b0>

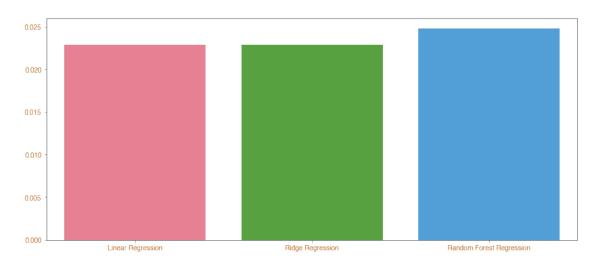


#### 2.1.1 Evaluate different models

```
[202]: # # Comparison of MSE of the models
MSEs = [0.022860,0.022863,0.02479]

models = ['Linear Regression','Ridge Regression','Random Forest Regression']
plt.figure(figsize=(14,6))
sns.barplot(models,MSEs,palette='husl')
```

[202]: <matplotlib.axes.\_subplots.AxesSubplot at 0x1a1cc63d68>



#### 2.1.2 2. Second ML Problem

X=> Year\_of\_Release Critic\_Score

y=>Hit

## 2.1.3 RandomForestClassifier,LogisticRegression

```
dfa= df.copy()
dfb =
-dfa[['Name','Platform','Genre','Publisher','Year_of_Release','Critic_Score','Global_Sales']
dfb = dfb.dropna().reset index(drop=True)
df2 = 1
-dfb[['Platform', 'Genre', 'Publisher', 'Year of Release', 'Critic Score', 'Global Sales']]
df2['Hit'] = df2['Global_Sales']
df2.drop('Global_Sales', axis=1, inplace=True)
def hit(sales):
   if sales >= 1:
       return 1
   else:
       return 0
df2['Hit'] = df2['Hit'].apply(lambda x: hit(x))
df3 = df2[['Year_of_Release','Critic_Score','Hit']]
y = df3['Hit'].values
df3 = df3.drop(['Hit'],axis=1)
X = df3.values
Xtrain, Xtest, ytrain, ytest = train_test_split(X, y, test_size=0.50,_
→random_state=2)
print('X Year_of_Release Critic_Score')
print('Y Hit')
radm = RandomForestClassifier(random_state=2).fit(Xtrain, ytrain)
y_val_1 = radm.predict_proba(Xtest)
ypred3 = radm.predict(Xtest)
print("Validation accuracy with RandomForestClassifier: %0.2f"
→%(accuracy_score(ytest, ypred3)))
MAE_rf = mean_absolute_error(ytest, ypred3)
MSE_rf = mean_squared_error(ytest, ypred3)
print("mae for RandomForestClassifier: " + str(MAE_rf))
print("mse for RandomForestClassifier: " + str(MSE_rf))
print("accuracy for RandomForestClassifier:" + str(radm.score(Xtest,ytest)))
print("variance for RandomForestClassifier :" +__

¬str(explained_variance_score(ytest, ypred3)))
log_reg = LogisticRegression().fit(Xtrain, ytrain)
y_val_2 = log_reg.predict_proba(Xtest)
ypred = log_reg.predict(Xtest)
```

```
print("Validation accuracy with LogisticRegression: %0.2f" |
 →%(accuracy_score(ytest, ypred)))
print('Regression on training set:',log_reg.score(Xtrain, ytrain))
print('Regression Score on test set:',log reg.score(Xtest, ytest))
print("mae for LogisticRegression: " + str(mean_absolute_error(ytest, ypred)))
print("mse for LogisticRegression: " + str(mean_squared_error(ytest, ypred)))
print("accuracy for LogisticRegression:" + str(log_reg.score(Xtest,ytest)))
print("variance for LogisticRegression : " + str(explained_variance_score(ytest, __
 →ypred)))
from sklearn.linear_model import LinearRegression
LR = LinearRegression()
model = LR.fit(Xtrain, ytrain)
pd.DataFrame({'features': df3.columns, 'estimatedCoefficients': model.
 →coef_})[['features', 'estimatedCoefficients']].
 →sort_values(by='estimatedCoefficients', ascending=False)
X Year_of_Release Critic_Score
Y Hit
Validation accuracy with RandomForestClassifier: 0.82
mae for RandomForestClassifier: 0.18015534953645704
mse for RandomForestClassifier: 0.18015534953645704
accuracy for RandomForestClassifier: 0.8198446504635429
variance for RandomForestClassifier :-0.20697724448893373
Validation accuracy with LogisticRegression: 0.83
Regression on training set: 0.8466549736908043
Regression Score on test set: 0.8338762214983714
mae for LogisticRegression: 0.16612377850162866
```

```
[231]: features estimatedCoefficients
1 Critic_Score 0.008154
0 Year_of_Release 0.002191
```

#### Confusion Matrix, Classification Report, ROC curve

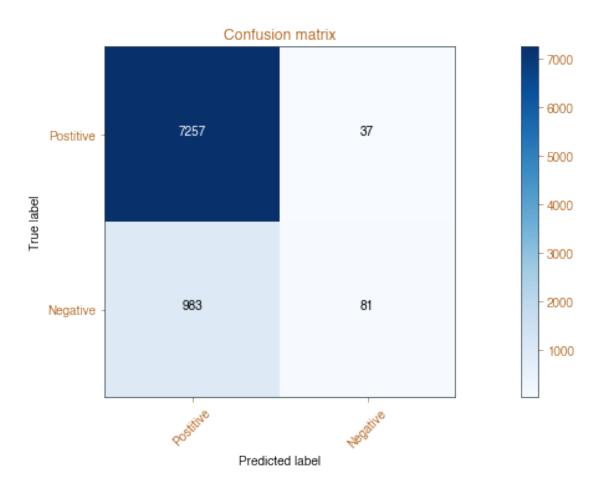
mse for LogisticRegression: 0.16612377850162866 accuracy for LogisticRegression:0.8338762214983714 variance for LogisticRegression:0.014201230193749192

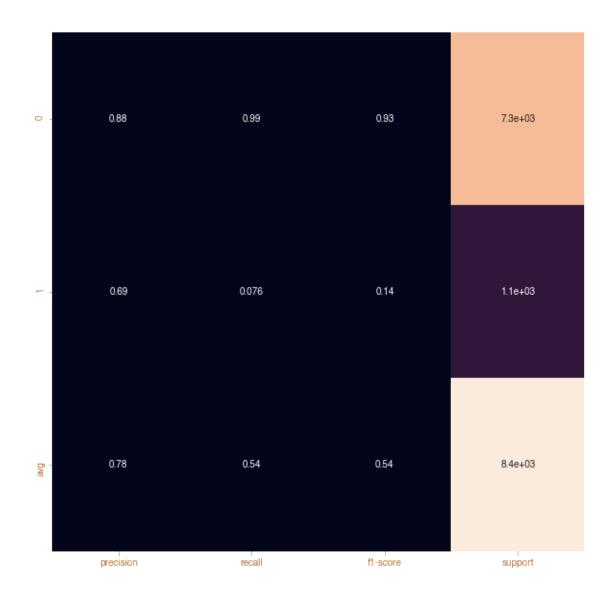
```
[204]: from sklearn import metrics from sklearn.metrics import roc_curve from sklearn.metrics import auc
```

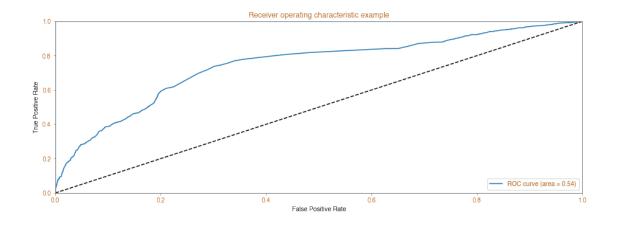
```
ypred = log_reg.predict(Xtest)
print("Confusion Matrix")
print(confusion_matrix(ytest, ypred))
cm = confusion_matrix(ytest, ypred)
np.set_printoptions(precision=2)
plt.figure()
plot_confusion_matrix(cm, classes=["Postitive", "Negative"],
                       title='Confusion matrix')
print("Classification Report")
print(classification_report(ytest, ypred))
plot_classification_report(ytest, ypred)
logit_roc_auc = roc_auc_score(ytest, ypred)
print("Logistic AUC = %0.2f" %logit_roc_auc)
b = log_reg.predict_proba(Xtest)[:,1]
print(b[0:5])
fpr, tpr, threshold = roc_curve(ytest, b)
# plotting ROC curve
import matplotlib.pyplot as plt
plt.figure()
plt.plot(fpr, tpr, label='ROC curve (area = %0.2f)' %logit_roc_auc)
plt.plot([0,1], [0,1], 'k--')
plt.xlim([0.0, 1.0])
plt.ylim([0.0, 1.0])
plt.xlabel('False Positive Rate')
plt.ylabel('True Positive Rate')
plt.title('Receiver operating characteristic example')
plt.legend(loc="lower right")
plt.show()
Confusion Matrix
[[7257
        37]
        81]]
 [ 983
Confusion matrix, without normalization
[[7257
        37]
 [ 983
        81]]
Classification Report
              precision
                           recall f1-score
                                               support
           0
                             0.99
                                       0.93
                                                  7294
                   0.88
           1
                   0.69
                             0.08
                                       0.14
                                                  1064
    accuracy
                                       0.88
                                                  8358
                   0.78
                             0.54
                                       0.54
                                                  8358
  macro avg
```

weighted avg 0.86 0.88 0.83 8358

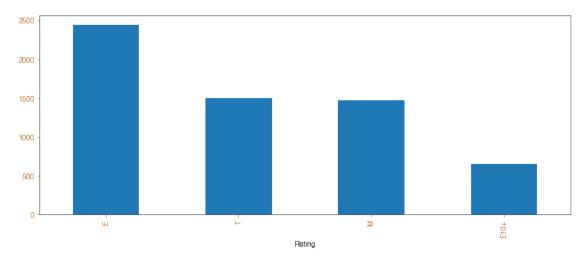
Logistic AUC = 0.54 [0.1 0.09 0.05 0.16 0.1]







# Data Analysis for Ratings. Encoding Ratings and clean up.



```
df = pd.read_csv('Video_Games_Sales.csv', encoding="utf-8")

df = df[df.Platform != "2600"]

df = df[df.Platform != "BDO"]

df = df[df.Platform != "GEN"]

df = df[df.Platform != "GG"]

df = df[df.Platform != "NG"]

df = df[df.Platform != "PCFX"]

df = df[df.Platform != "SAT"]

df = df[df.Platform != "SCD"]

df = df[df.Platform != "TG16"]

df = df[df.Platform != "WS"]

df = df[df.Platform != "WS"]
```

```
df["Platform_XB"] = 0
  df["Platform_X360"] = 0
  df["Platform XOne"] = 0
  df["Platform_PC"] = 0
  df["Platform_PS"] = 0
  df["Platform_PS2"] = 0
  df["Platform PS3"] = 0
  df["Platform_PS4"] = 0
  df["Platform PSP"] = 0
  df["Platform PSV"] = 0
  df["Platform GB"] = 0
  df["Platform_GBA"] = 0
  df["Platform DS"] = 0
  df["Platform_3DS"] = 0
  df["Platform NES"] = 0
  df["Platform_SNES"] = 0
  df["Platform_N64"] = 0
  df["Platform_GC"] = 0
  df["Platform_Wii"] = 0
  df["Platform_WiiU"] = 0
  for elem in df.index.get_values():
       if df.get_value(elem, "Platform") == "XB": df.set_value(elem, u
→"Platform XB", 1)
       if df.get_value(elem, "Platform") == "X360": df.set_value(elem, u
→"Platform_X360", 1)
       if df.get value(elem, "Platform") == "XOne": df.set value(elem, | |
→"Platform_X0ne", 1)
       if df.get value(elem, "Platform") == "PS": df.set value(elem, "

¬"Platform_PS", 1)
       if df.get_value(elem, "Platform") == "PS2": df.set_value(elem,
→"Platform_PS2", 1)
       if df.get value(elem, "Platform") == "PS3": df.set value(elem,
→"Platform_PS3", 1)
       if df.get_value(elem, "Platform") == "PS4": df.set_value(elem,
→"Platform_PS4", 1)
       if df.get_value(elem, "Platform") == "PSP": df.set_value(elem,__

¬"Platform_PSP", 1)
       if df.get_value(elem, "Platform") == "PSV": df.set_value(elem, __
→"Platform_PSV", 1)
       if df.get_value(elem, "Platform") == "GB": df.set_value(elem,__

¬"Platform_GB", 1)
       if df.get_value(elem, "Platform") == "GBA": df.set_value(elem,__
→"Platform_GBA", 1)
       if df.get_value(elem, "Platform") == "DS": df.set_value(elem,__
→"Platform DS", 1)
```

```
if df.get_value(elem, "Platform") == "3DS": df.set_value(elem,__
→"Platform_3DS", 1)
       if df.get_value(elem, "Platform") == "NES": df.set_value(elem, u
→"Platform NES", 1)
       if df.get_value(elem, "Platform") == "SNES": df.set_value(elem, u
→"Platform_SNES", 1)
       if df.get_value(elem, "Platform") == "N64": df.set_value(elem,
→"Platform N64", 1)
       if df.get_value(elem, "Platform") == "GC": df.set_value(elem,__

¬"Platform_GC", 1)
       if df.get_value(elem, "Platform") == "Wii": df.set_value(elem,
→"Platform_Wii", 1)
       if df.get value(elem, "Platform") == "WiiU": df.set value(elem, "
→"Platform_WiiU", 1)
  # Discretizzazione feature Genre
  df["Genre Action"] = 0
  df["Genre Adventure"] = 0
  df["Genre Fighting"] = 0
  df["Genre Misc"] = 0
  df["Genre Platform"] = 0
  df["Genre Puzzle"] = 0
  df["Genre_Shooter"] = 0
  df["Genre_Sports"] = 0
  df["Genre_Simulation"] = 0
  df ["Genre_Strategy"] = 0
  df["Genre_Racing"] = 0
  df["Genre_Role-Playing"] = 0
  for elem in df.index.get_values():
       if df.get_value(elem, "Genre") == "Action": df.set_value(elem,

¬"Genre_Action", 1)
       if df.get_value(elem, "Genre") == "Adventure": df.set_value(elem,__

¬"Genre_Adventure", 1)
       if df.get_value(elem, "Genre") == "Fighting": df.set_value(elem, u
→"Genre_Fighting", 1)
       if df.get_value(elem, "Genre") == "Misc": df.set_value(elem, __

¬"Genre_Misc", 1)
      if df.get_value(elem, "Genre") == "Platform": df.set_value(elem, |

¬"Genre_Platform", 1)
       if df.get_value(elem, "Genre") == "Puzzle": df.set_value(elem,

¬"Genre Puzzle", 1)
       if df.get_value(elem, "Genre") == "Shooter": df.set_value(elem, u

¬"Genre_Shooter", 1)
```

```
if df.get_value(elem, "Genre") == "Sports": df.set_value(elem, __

¬"Genre_Sports", 1)
       if df.get_value(elem, "Genre") == "Simulation": df.set_value(elem, u
→"Genre Simulation", 1)
       if df.get_value(elem, "Genre") == "Strategy": df.set_value(elem, __

¬"Genre_Strategy", 1)
      if df.get_value(elem, "Genre") == "Racing": df.set_value(elem,

¬"Genre_Racing", 1)
       if df.get_value(elem, "Genre") == "Role-Playing": df.set_value(elem, u

¬"Genre_Role-Playing", 1)
  df["Rating Everyone"] = 0
  df["Rating_Everyone10"] = 0
  df["Rating_Teen"] = 0
  df["Rating_Mature"] = 0
  df["Rating_Adult"] = 0
  for elem in df.index.get_values():
       if df.get_value(elem, "Rating") == "E": df.set_value(elem, __
→"Rating_Everyone", 1)
       if df.get value(elem, "Rating") == "E10+": df.set value(elem, |

¬"Rating_Everyone10", 1)
      if df.get_value(elem, "Rating") == "T": df.set_value(elem, __

¬"Rating_Teen", 1)
       if df.get_value(elem, "Rating") == "M": df.set_value(elem,
→"Rating Mature", 1)
       if df.get_value(elem, "Rating") == "AO": df.set_value(elem,__
→"Rating Adult", 1)
  # Discretizzazione feature Publisher
  publisher list = []
  for elem in df.Publisher:
       if elem not in publisher list:
           publisher_list.append(elem)
  for elem in publisher_list:
       df[elem] = 0
  for elem in df.index.get_values():
       df.set_value(elem, df.get_value(elem, "Publisher"), 1)
   # Discretizzazione feature Developer
```

```
developer_list = []
for elem in df.Developer:
    if elem not in developer_list:
        developer_list.append(elem)
for elem in developer_list:
    df[elem] = 0
for elem in df.index.get_values():
    df.set_value(elem, df.get_value(elem, "Developer"), 1)
df = df[df.Rating != 'AO']
df = df[df.Rating != 'K-A']
df = df[df.Rating != 'RP']
df = df[df.Rating != 'EC']
del df['User_Score']
del df['User_Count']
del df['Critic_Score']
del df['Critic_Count']
del df['Platform']
del df['Genre']
del df['Publisher']
del df['Developer']
del df['Rating_Adult']
df = df.reindex(np.random.permutation(df.index)).reset_index(drop=True)
y_true = np.array(df['Rating'])
vector_names = np.array(df['Name'])
del df['Name']
y_true_int = np.empty(len(y_true), dtype=int)
i = 0
for elem in y_true:
    if elem == "E":
        y_true_int[i] = 1
    elif elem == "E10+":
        y_true_int[i] = 2
    elif elem == "T":
        y_true_int[i] = 3
```

```
else:
          y_true_int[i] = 4
      i += 1
  del df['Rating']
  df = df.astype('float64')
  print(" Dataset Analysis ")
  print_e = df["Rating_Everyone"].value_counts()[1]
  print_e10 = df["Rating_Everyone10"].value_counts()[1]
  print_teen = df["Rating_Teen"].value_counts()[1]
  print_mature = df["Rating_Mature"].value_counts()[1]
  print("Number of elements: " + str(print_e + print_e10 + print_teen +__
→print_mature) + "\n")
  df_stampa = pd.DataFrame({"Rating": ['Everyone', 'Everyone 10+', 'Teen', |
"Counts": [print_e, print_e10, print_teen,_
→print_mature]})
  cols = df_stampa.columns.tolist()
  cols = cols[-1:] + cols[:-1]
  df_stampa = df_stampa[cols]
  print(df_stampa)
```

#### Dataset Analysis

Number of elements: 6808

```
Counts Rating
0 2079 Everyone
1 930 Everyone 10+
2 2367 Teen
3 1432 Mature
```

# Utility Function for plot\_learning\_curve.

```
plt.ylabel("Score")
          train_sizes, train_scores, test_scores = learning_curve(estimator, X, y, __
       \rightarrowcv=cv, n_jobs=n_jobs,
       →train_sizes=train_sizes)
          train_scores_mean = np.mean(train_scores, axis=1)
          train_scores_std = np.std(train_scores, axis=1)
          test_scores_mean = np.mean(test_scores, axis=1)
          test_scores_std = np.std(test_scores, axis=1)
          plt.grid()
          plt.fill_between(train_sizes, train_scores_mean - train_scores_std,
                           train_scores_mean + train_scores_std, alpha=0.1,
                           color="r")
          plt.fill_between(train_sizes, test_scores_mean - test_scores_std,
                           test_scores_mean + test_scores_std, alpha=0.1, color="g")
          plt.plot(train_sizes, train_scores_mean, 'o-', color="r",
                   label="train_scores_mean")
          plt.plot(train_sizes, test_scores_mean, 'o-', color="g",
                   label="Test_scores_mean")
          plt.legend(loc="best")
          return plt
[208]: ### 3. Third ML Problem
      #### X=> Year_of_Release Sales Platform
      #### y=> RATING EVERYONE
[209]: #### Random Forest
[210]:
          from sklearn.model_selection import learning_curve
          import pandas as pd
          import numpy as np
          import seaborn as sns
          from sklearn.neighbors import KNeighborsClassifier
          from sklearn.model_selection import train_test_split
          from sklearn.metrics import accuracy_score
          from sklearn.model_selection import cross_val_score
          from sklearn.linear_model import LogisticRegression
          from sklearn.ensemble import RandomForestClassifier
          from sklearn.ensemble import VotingClassifier
          from sklearn.model_selection import learning_curve
          import matplotlib.pyplot as plt
          print("RATING EVERYONE")
```

RATING EVERYONE Random Forest:

[210]: <module 'matplotlib.pyplot' from '/Users/nselvarajan/anaconda3/lib/python3.7/site-packages/matplotlib/pyplot.py'>



k-NN:

[211]: <module 'matplotlib.pyplot' from '/Users/nselvarajan/anaconda3/lib/python3.7/site-packages/matplotlib/pyplot.py'>



## LogisticRegression

```
[232]:
         log_reg1 = LogisticRegression(penalty='11', dual=False, C=1.0,_
       →fit_intercept=True, intercept_scaling=1,
                                       class_weight=None, random_state=None,_
       →solver='liblinear', max_iter=100,
                                      multi_class='ovr', verbose=0,_
       →warm_start=False, n_jobs=1)
         log_reg1.fit(Xtrain, ytrain)
         y_val_l = log_reg1.predict(Xtest)
         ris = accuracy_score(ytest, y_val_1)
         mis = accuracy_score(ytest, y_val_1, normalize=False)
         print("Logistic Regression Rating_Everyone accuracy: ", ris)
         print("Logistic Regression Rating_Everyone misclassification: ", ytest.size⊔
       \rightarrow- mis)
         MAE_rf = mean_absolute_error(ytest, y_val_1)
         MSE_rf = mean_squared_error(ytest, y_val_1)
         print("mae for Logistic Regression: " + str(MAE_rf))
         print("mse for Logistic Regression: " + str(MSE_rf))
         print("accuracy for Logistic Regression:" + str(log_reg1.
       →score(Xtest,y_val_1)))
         →str(explained_variance_score(ytest, y_val_l)))
```

```
Logistic Regression Rating_Everyone accuracy: 0.8333750939614132
Logistic Regression Rating_Everyone misclassification: 665
mae for Logistic Regression: 0.16662490603858682
mse for Logistic Regression: 0.16662490603858682
```

```
accuracy for Logistic Regression:0.8333750939614132 variance for Logistic Regression:0.011810211222773925
```

#### RandomForestClassifier

```
[233]:
          radm1 = RandomForestClassifier(n_estimators=240, criterion='gini', __
       →max depth=None, min samples split=2,
                                         min_samples_leaf=1,
                                         min_weight_fraction_leaf=0.0,__
       →max_features='auto', max_leaf_nodes=None,
                                         min_impurity_split=1e-07, bootstrap=True,
                                         oob_score=True, n_jobs=1, random_state=None,_
       →verbose=0, warm_start=False,
                                         class_weight=None)
          radm1.fit(Xtrain, ytrain)
          y_val_l = radm1.predict(Xtest)
          ris = accuracy_score(ytest, y_val_1)
          mis = accuracy_score(ytest, y_val_1, normalize=False)
          print("Random Forest Rating_Everyone accuracy: ", ris)
          print("Random Forest Rating_Everyone misclassification: ", ytest.size - mis)
          MAE rf = mean absolute error(ytest, y val 1)
          MSE_rf = mean_squared_error(ytest, y_val_1)
          print("mae for RandomForestClassifier: " + str(MAE_rf))
          print("mse for RandomForestClassifier: " + str(MSE_rf))
          print("accuracy for RandomForestClassifier:" + str(radm1.

→score(Xtest,ytest)))
          print("variance for RandomForestClassifier :" + ...
       →str(explained_variance_score(ytest, y_val_1)))
```

```
Random Forest Rating_Everyone accuracy: 0.8153345026309196 Random Forest Rating_Everyone misclassification: 737 mae for RandomForestClassifier: 0.18466549736908044 mse for RandomForestClassifier: 0.18466549736908044 accuracy for RandomForestClassifier:0.8153345026309196 variance for RandomForestClassifier:-0.24269676733883894
```

#### **KNeighborsClassifier**

```
K-Nearest Neighbors Rating_Everyone accuracy: 0.8376346780255575
K-Nearest Neighbors Rating_Everyone misclassification: 648
K-Nearest Neighbors Rating_Everyone accuracy: 0.8376346780255575
K-Nearest Neighbors Rating_Everyone misclassification: 648
mae for K-Nearest Neighbors: 0.1623653219744425
mse for K-Nearest Neighbors: 0.1623653219744425
accuracy for K-Nearest Neighbors: 0.8376346780255575
variance for K-Nearest Neighbors: -0.03927400129078129
```

#### **Evaluate Different Models**

```
[215]: for clf, label in zip([log_reg1, radm1, knn1], ['Logistic Regression', \( \triangle 'Random Forest', 'k-NN']):

scores = cross_val_score(clf, X, y, cv=5, scoring='accuracy')

print("Accuracy Score: %0.5f [%s]" % (scores.mean(), label))
```

Accuracy Score: 0.85165 [Logistic Regression]
Accuracy Score: 0.85899 [Random Forest]
Accuracy Score: 0.83681 [k-NN]

#### 2.2 Comparison of Accuracy of the models

```
[216]: # # Comparison of Accuracy of the models
MSEs = [0.84768,0.85913,0.83519]

models = ['Logistic Regression','Random Forest','k-NN']
plt.figure(figsize=(14,6))
sns.barplot(models,MSEs,palette='husl')
```

[216]: <matplotlib.axes.\_subplots.AxesSubplot at 0x1a208b35f8>

