Blog 4: Measurements of a Set

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October 20, 2020

In Blog Three I explored the ANOVA analysis. In this Blog I will dive into Measurements of a Set including accuracy, precision, recall, and F1 score.

Now, start by loading a dataset This dataset contains data for all NBA teams from 2014-2018

```
nbaData <- read.csv("data/nba_data.csv")
colnames(nbaData)[1] <- "Team"
nbaData$WinningTeam <- nbaData$WinPercentage
nbaData$WinningTeam[nbaData$WinningTeam > .5] <- 1
nbaData$WinningTeam[nbaData$WinningTeam <= .5] <- 0
nbaData$PositivePtsDiff <- nbaData$Pts - nbaData$OppPts
nbaData$PositivePtsDiff[nbaData$PositivePtsDiff > 0] <- 1
nbaData$PositivePtsDiff[nbaData$PositivePtsDiff <= 0] <- 0

#head(nbaData, 1)
str(nbaData)</pre>
```

```
## 'data.frame':
                  214 obs. of 41 variables:
## $ Team
                                : Factor w/ 30 levels "Atlanta Hawks",..: 1 2 3 4 5 6 7 8 9 10 ...
##
   $ Season
                               : Factor w/ 2 levels "POFF", "REG": 2 2 2 2 2 2 2 2 2 ...
## $ SeasonType
## $ Win
                               : int
                                      28 49 42 39 22 19 33 53 41 57 ...
## $ Loss
                               : int
                                      53 33 40 43 60 63 48 28 40 25 ...
                               : int 81 82 82 82 82 82 81 81 81 82 ...
## $ MatchCount
## $ WinPercentage
                               : num 0.346 0.598 0.512 0.476 0.268 ...
## $ Pts
                                      113 112 112 111 105 ...
                               : num
## $ OppPts
                               : num
                                      119 108 112 112 113 ...
## $ Pace
                                      103.5 99 100.3 97.8 98.2 ...
                               : num
## $ OffEff
                               : num 108 113 110 112 106 ...
## $ DefEff
                                      115 108 110 114 114 ...
                               : num
## $ EFgPercentage
                                     0.521 0.534 0.52 0.514 0.505 0.503 0.517 0.528 0.51 0.564 ...
                               : num
                              : num 0.541 0.514 0.512 0.538 0.541 0.564 0.521 0.522 0.527 0.508 ..
## $ OppEFgPercentage
## $ TsPercentage
                               : num 0.555 0.567 0.556 0.554 0.541 0.54 0.554 0.558 0.545 0.596 ...
## $ OppTsPercentage
                               : num
                                      0.58 0.55 0.548 0.57 0.573 0.593 0.556 0.557 0.563 0.546 ...
## $ RebRate
                               : num 50.1 49.2 50.2 48.9 48 ...
## $ EffPts
                               : num 125 132 123 124 115 ...
## $ OppEffPts
                               : num 138 120 127 132 133 ...
## $ FastBreakPts
                                      15.3 16.2 11.6 11.7 12.1 ...
## $ OppFBPts
                               : num 16.5 13.2 11.8 13.3 13 ...
## $ PointsInPaint
                               : num 51.2 44.8 48.8 46.8 50.8 ...
## $ OppPointsInPaint
                               : num 49.4 45.9 51.2 49 49.1 ...
## $ PointsOffTO
                                      21.1 14.8 17.4 13.6 16.6 ...
                               : num
                               : num 16.9 18.1 15.4 16.1 15.2 ...
## $ OppPointsOffTO
## $ SecondChancePTS
                               : num 14.1 12.5 13.8 13 10.9 ...
## $ OppSecondChancePTS
                               : num 14.5 13.5 14.4 13.4 13.4 ...
## $ PersonalFoulsPG
                               : num 23.5 21.5 20.4 18.9 20.3 ...
## $ OppPersonalFoulsPG
                              : num 22.1 22 19.5 20.6 18.7 ...
```

```
## $ ShootingFoulsPG
                                : num 14.9 12.3 12.1 10.9 12 ...
## $ ShootingFoulsDrawnPG
                              : num 12.6 13.4 10.5 12.3 11.2 ...
## $ LessThnEightFeedUsage
                               : num 43.5 43.5 36.2 41.9 46.2 ...
## $ EightToSixteenFeedUsage
                                : num 11.5 11.5 14.8 12 14.3 ...
## $ SixteenToTwentyFourFeetUsage: num 4.8 4.89 10.9 8.39 10.05 ...
## $ TwentyFourPlusFeetUsage
                              : num 39.9 40 38 37.2 29.2 ...
## $ AvgShotDistance
                               : num 13.1 13.2 14 13.4 11.9 ...
## $ OppAvgShotDistance
                                : num 13.3 12.9 13.5 13.2 13.2 ...
                                : num 10.34 10.7 11.64 10.96 9.58 ...
## $ AvgMadeShotDistance
## $ OppMadeAvgShotDis
                                : num 10.8 10.4 10.8 10.6 10.6 ...
## $ WinningTeam
                                : num 0 1 1 0 0 0 0 1 1 1 ...
## $ PositivePtsDiff
                                : num 0 1 0 0 0 0 0 1 0 1 ...
```

To look at measurements of a set, we will let our model assume that a positive points differential implies the team will be a winning team (>50% win percentage)

```
# Loading the data
table(nbaData$PositivePtsDiff, nbaData$WinningTeam)
```

First, a function to look at the accuracy of our model. Accuracy is the % of correct predictions out of all predictions.

```
## [1] 0.841
```

Second, a function to look at the precision of our model. Precision is the % of True Positives out of all Positive predictions.

```
# write a function to calculate precision
precision <- function(df) {
   TruePositive <- nrow(df[df$PositivePtsDiff == 1 & df$WinningTeam == 1,])
   TrueNegative <- nrow(df[df$PositivePtsDiff == 0 & df$WinningTeam == 0,])
   FalsePositive <- nrow(df[df$PositivePtsDiff == 0 & df$WinningTeam == 1,])</pre>
```

```
FalseNegative <- nrow(df[df$PositivePtsDiff == 1 & df$WinningTeam == 0,])
prec <- round((TruePositive)/(TruePositive+FalsePositive), 3)
return(prec)
}</pre>
precision(nbaData)
```

[1] 0.854

Third, a function to look at the recall of our model. Recall is the % of True Positives out of all True Positives and False Negative predictions.

```
# write a function to calculate sensitivity
recall <- function(df) {
   TruePositive <- nrow(df[df$PositivePtsDiff == 1 & df$WinningTeam == 1,])
   TrueNegative <- nrow(df[df$PositivePtsDiff == 0 & df$WinningTeam == 0,])
   FalsePositive <- nrow(df[df$PositivePtsDiff == 0 & df$WinningTeam == 1,])
   FalseNegative <- nrow(df[df$PositivePtsDiff == 1 & df$WinningTeam == 0,])
   sens <- round((TruePositive)/(TruePositive+FalseNegative), 3)
   return(sens)
}</pre>
```

[1] 0.804

Last, a function to look at the F1 Score of our model. F1 Score is is blended metric of precision and recall

[1] 0.828

Overall, the accuracy, precision, recall, and F1 Score were all over 80%.