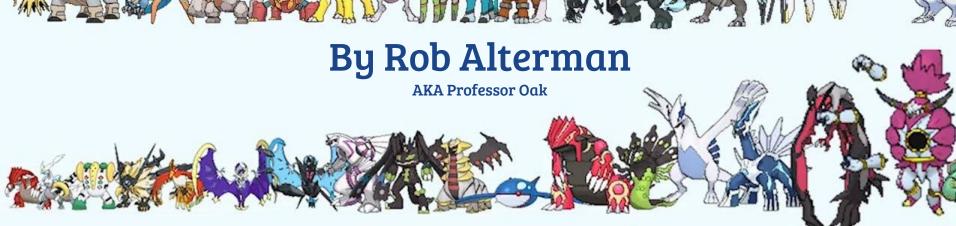
LEGENDS AREN'T BORN, THEY'RE MADE...





Background

Goal:

* Classify Pokémon as legendary vs. non-legendary *

Data:

- 809 unique Pokémon (generations 1-7), 80 of them considered legendary
- Web-scraped pokemondb.net and serebii.net, as well as made calls to the PokéAPI

Features:

• HP, Attack, Defense, Special Attack, Special Defense, Speed, Height, Weight

Data

Venusaur

Charmander

Charmeleon

Charizard

Squirtle

Wartortle

Blastoise

Grass

Fire

Fire

Fire

Water

Water

Water

Poison

NaN

NaN

NaN

NaN

NaN

Flying

80.0

39.0

58.0

78.0

44.0

59.0

79.0

82.0

52.0

64.0

84.0

48.0

63.0

83.0

83.0

43.0

58.0

78.0

65.0

80.0

100.0

3

4

5

6

7

8

9

	Pokemon_Name	Type1	Type2	HP	Attack	Defense	Special_Attack	Special_Defense	Speed	Height_M	Weight_KG	Legendary
1	Bulbasaur	Grass	Poison	45.0	49.0	49.0	65.0	65.0	45.0	0.7	6.9	0
2	Ivysaur	Grass	Poison	60.0	62.0	63.0	80.0	80.0	60.0	1.0	13.0	0

100.0

60.0

80.0

109.0

50.0

65.0

85.0

100.0

50.0

65.0

85.0

64.0

80.0

105.0

80.0

65.0

80.0

100.0

43.0

58.0

78.0

2.0

0.6

1.1

1.7

0.5

1.0

1.6

100.0

8.5

19.0

90.5

9.0

22.5

85.5

0

0

0

0

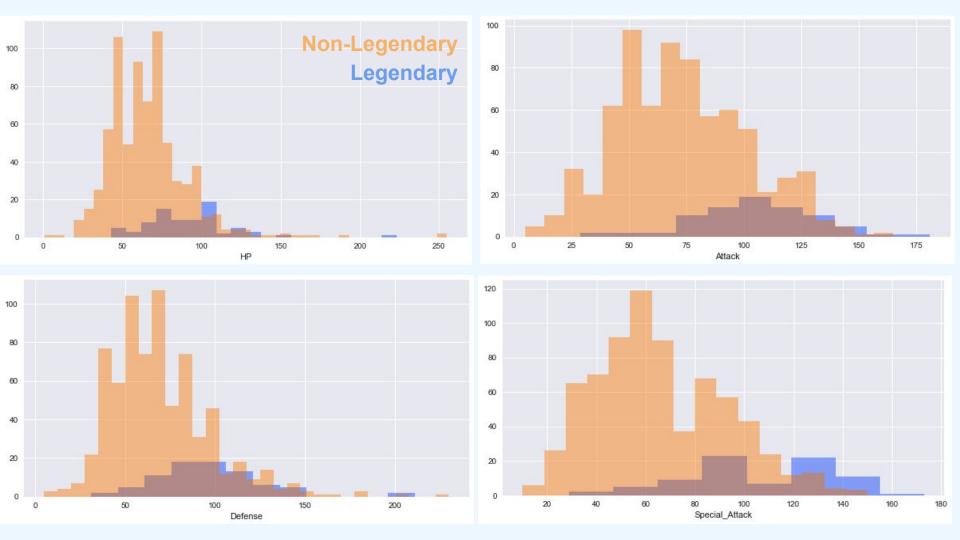
0

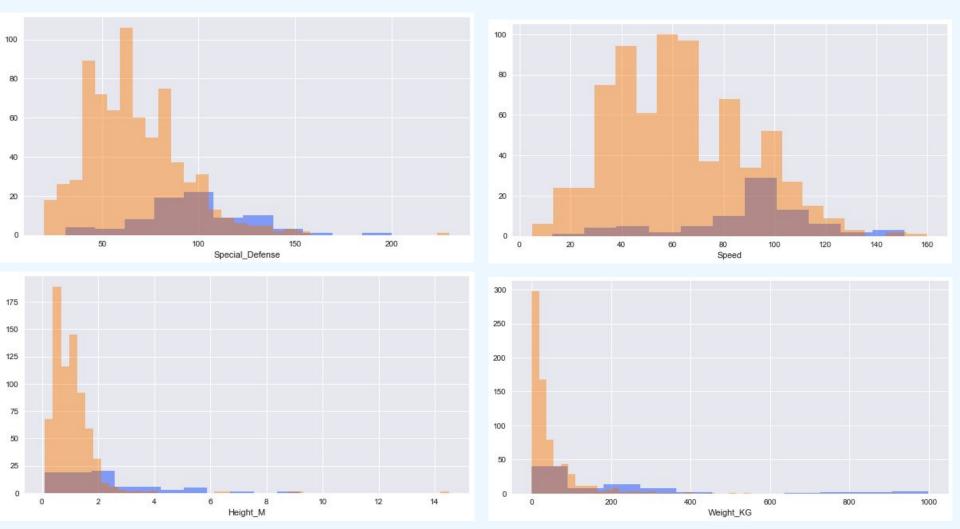
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0



HP -	1	0.43	0.24	0.37	0.37	0.17	0.47	0.42	0.29	1.0
Attack -	0.43	1	0.44	0.33	0.2	0.33	0.42	0.39	0.31	- 0.8
Defense -	0.24	0.44	1	0.2	0.5	-0.026	0.36	0.46	0.3	
Special_Attack -	0.37	0.33	0.2	1	0.48	0.44	0.35	0.21	0.42	- 0.6
Special_Defense -	0.37	0.2	0.5	0.48	1	0.21	0.31	0.29	0.34	
Speed -	0.17	0.33	-0.026	0.44	0.21	1	0.19	0.017	0.3	- 0.4
Height_M -	0.47	0.42	0.36	0.35	0.31	0.19	1	0.63	0.31	
Weight_KG -	0.42	0.39	0.46	0.21	0.29	0.017	0.63	1	0.39	- 0.2
Legendary -		0.31	0.3	0.42	0.34	0.3	0.31	0.39	1	- 0.0
	НP	Attack	Defense	Special_Attack	Special_Defense	Speed	Height_M	Weight_KG	Legendary	





Modeling

The aforementioned 8 features on the outcome variable of legendary or not

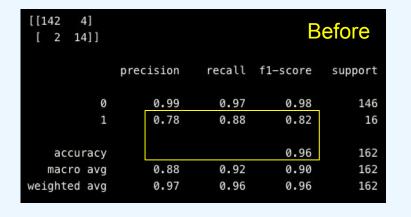
 Performed SMOTE on training data to account for class imbalance since only about 10% of all Pokémon in the data were legendary — synthesized more elements for the legendary class

Ran Decision Tree, Random Forest, XGBoost, and SVM

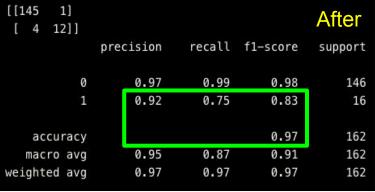
[[136 10] [6 10]]			Decision	n Tree	[[141 5] [3 13]]		R	andom F	orest
	precision	recall	f1-score	support		precision	recall	f1-score	support
0	0.96	0.93	0.94	146	0	0.98	0.97	0.97	146
1	0.50	0.62	0.56	16	1	0.72	0.81	0.76	16
accuracy			0.90	162	accuracy			0.95	162
macro avg	0.73	0.78	0.75	162	macro avg	0.85	0.89	0.87	162
weighted avg	0.91	0.90	0.91	162	weighted avg	0.95	0.95	0.95	162
[[141 5] [2 14]]			XGBoo	ost 🤘	[[142 4] [2 14]]			,	SVM
	precision	recall	XGBoo	ost ⊌		precision	recall	f1-score	SVM support
	precision 0.99	recall 0.97				precision 0.99	recall 0.97		
[2 14]]			f1-score	support	[2 14]]			f1-score	support
[2 14]]	0.99	0.97	f1-score 0.98	support 146	[2 14]]	0.99	0.97	f1-score 0.98	support 146
[2 14]]	0.99	0.97	f1-score 0.98	support 146	[2 14]]	0.99	0.97	f1-score 0.98	support 146
[2 14]] 0 1	0.99	0.97	f1-score 0.98 0.80	support 146 16	[2 14]] 0 1	0.99	0.97	f1-score 0.98 0.82	support 146 16

Grid Search & Final Model

- Ran Grid Search on SVM model with C values ranging from 0.001 to 1000 (moving one decimal place to the right for each value in that range) and for all possible kernel values
- Optimal parameters were C = 1000 and kernel = rbf (radial)
- Accuracy, Precision, and F1-Score all increased, while Recall dropped







	Predicted O	Predicted 1
Actual O	TN	FP
Actual 1	FN	TP

Confusion Matrix



Predicted 0

Predicted 1

In the case of the question at hand, I believe **precision** is preferred to **recall**: FN > FP

I rather think I don't have a legendary Pokémon when I actually do, than be disappointed when I think I have a legendary Pokémon when it really isn't one.

Actual

0

Actual

1

Thinking it *is not* a legendary Pokémon when it indeed *is not*

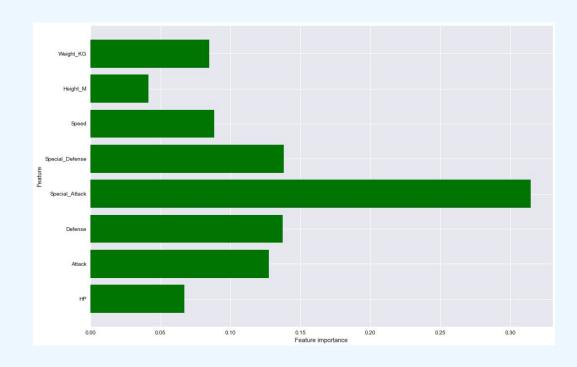
Thinking it *is not* a legendary Pokémon when it actually *is*

Thinking it *is* a legendary Pokémon when it actually *is not*

Thinking it **is** a legendary Pokémon when it indeed **is**

Feature Importance

- Because SVM does not have feature importance with the rbf kernel, I ran a grid search on my XGBoost model, since it was also very good, and calculated the feature importance on that model
- Feature importance seems to match correlations with 'legendary' from heatmap



Misclassification Evaluation

Misclassified Pokémon from Test Set

	Pokemon_Name	Type1	Type2	НР	Attack	Defense	Special_Attack	Special_Defense	Speed	Height_M	Weight_KG	Legendary	label
808	Meltan	Steel	NaN	46.0	65.0	65.0	55.0	35.0	34.0	0.2	8.0	1	False Neg
720	Ноора	Psychic	Ghost	80.0	110.0	60.0	150.0	130.0	70.0	0.5	9.0	1	False Neg
763	Tsareena	Grass	NaN	72.0	120.0	98.0	50.0	98.0	72.0	1.2	21.4	0	False Pos
793	Nihilego	Rock	Poison	109.0	53.0	47.0	127.0	131.0	103.0	1.2	55.5	1	False Neg
778	Mimikyu	Ghost	Fairy	55.0	90.0	80.0	50.0	105.0	96.0	0.2	0.7	0	False Pos
796	Xurkitree	Electric	NaN	83.0	89.0	71.0	173.0	71.0	83.0	3.8	100.0	1	False Neg

All Other Pokémon

	HP	Attack	Defense	Special_Attack	Special_Defense	Speed	Height_M	Weight_KG
Legendary								
0	66.279230	73.149931	68.701513	65.510316	66.676754	62.896836	1.051307	48.096286
1	92.513158	105.302632	100.315789	106.315789	98.118421	92.223684	2.228947	203.903947

