

Dota Hero Picks

April 24, 2022

```
[1]: # Import libraries
import pandas as pd
import numpy as np
import matplotlib.pyplot as plt
import seaborn as sns
import json
from scipy import stats
```

```
[2]: # Load dataset and hero key file
df = pd.read_csv("datasets/picks_data.csv")
heros = {}

with open("datasets/heros.json") as hero_ids:
    heros_json = json.load(hero_ids)

for hero in heros_json:
    heros[hero['id']] = hero['name']

df.head()
```

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[2]:
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	loosing_hero_id_1	loosing_hero_id_2	loosing_hero_id_3	loosing_hero_id_4	\
0	18	28	43	75	
1	47	72	78	86	
2	21	51	65	71	
3	11	26	83	93	
4	15	16	21	26	

	loosing_hero_id_5	winning_hero_id_1	winning_hero_id_2	winning_hero_id_3	\
0	84	60	71	74	
1	107	11	12	30	
2	73	13	63	66	
3	110	8	22	33	
4	99	7	11	47	

	winning_hero_id_4	winning_hero_id_5
0	87	93
1	38	51
2	80	89

3	90	97
4	93	102

```
[3]: # Separate winning and losing teams' heros
losers = df.iloc[:,5]
winners = df.iloc[:,5:]

# Count all unique winning and losing heros
unique_losers, count_losers = np.unique(losers.to_numpy().flatten(),
    ↪return_counts=True)
unique_winners, count_winners = np.unique(winners.to_numpy().flatten(),
    ↪return_counts=True)
```

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[4]: # Create dataframe for each hero with its win and pick rate
data = pd.DataFrame()
data['id'] = unique_losers
data['hero'] = [heros[i] for i in unique_losers]
data['wins'] = count_winners
data['losses'] = count_losers
data['total games'] = data['wins'] + data['losses']
data['popularity'] = data['total games']/df.shape[0]
data['win rate'] = data['wins']/data['total games']
data
```

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[4]:
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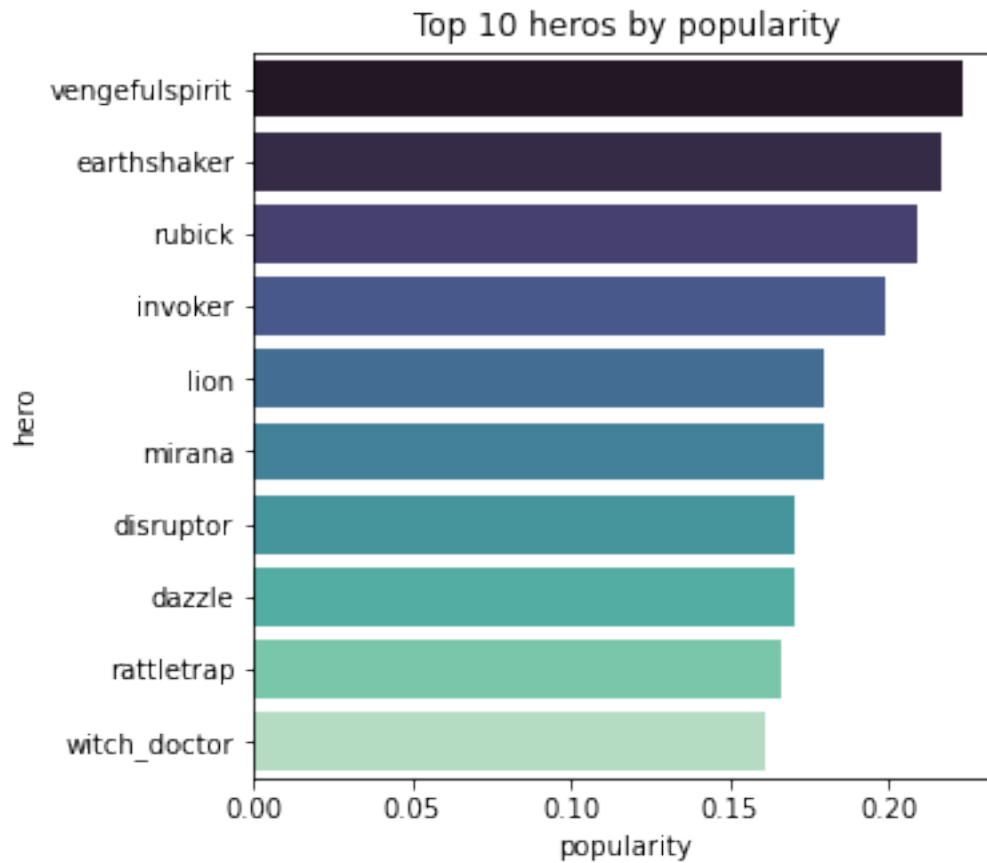
	id	hero	wins	losses	total games	popularity	win rate
0	1	antimage	2485	2574	5059	0.070820	0.491204
1	2	axe	3094	3375	6469	0.090558	0.478281
2	3	bane	3086	3070	6156	0.086176	0.501300
3	4	bloodseeker	1290	1388	2678	0.037489	0.481703
4	5	crystal_maiden	3784	3616	7400	0.103591	0.511351
..
108	110	phoenix	1882	1924	3806	0.053279	0.494482
109	111	oracle	1331	1417	2748	0.038469	0.484352
110	112	winter_wyvern	2374	2369	4743	0.066396	0.500527
111	113	arc_warden	125	127	252	0.003528	0.496032
112	114	monkey_king	560	493	1053	0.014741	0.531814

[113 rows x 7 columns]

Getting the most picked heros gives an insight into the perceived strength of the hero

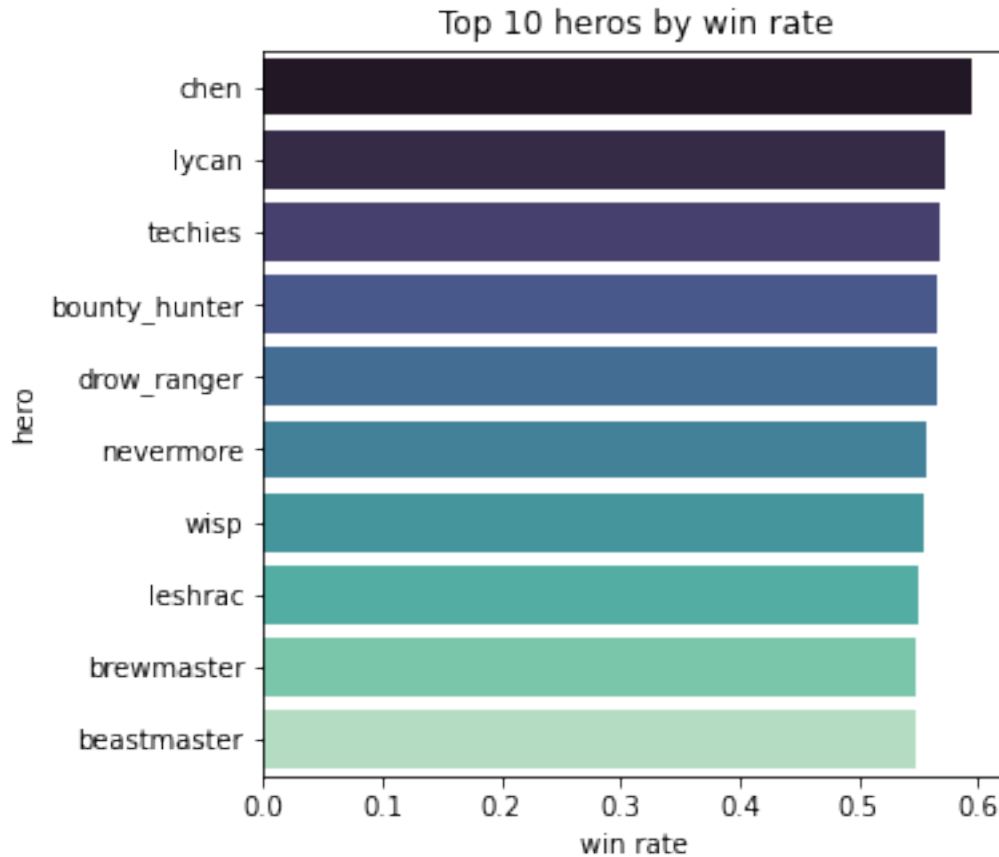
```
[17]: plt.figure(figsize=(5,5))
plt.title("Top 10 heros by popularity")
sns.barplot(x='popularity', y='hero', palette='mako', data=data.
    ↪sort_values(by='popularity', ascending=False).iloc[0:10])
```

```
[17]: <AxesSubplot:title={'center':'Top 10 heros by popularity'}, xlabel='popularity',
ylabel='hero'>
```



```
[19]: plt.figure(figsize=(5,5))
plt.title("Top 10 heros by win rate")
sns.barplot(x='win rate', y='hero', palette='mako', data=data.
↳sort_values(by=['win rate'], ascending=False).iloc[0:10])
```

```
[19]: <AxesSubplot:title={'center': 'Top 10 heros by win rate'}, xlabel='win rate',
ylabel='hero'>
```



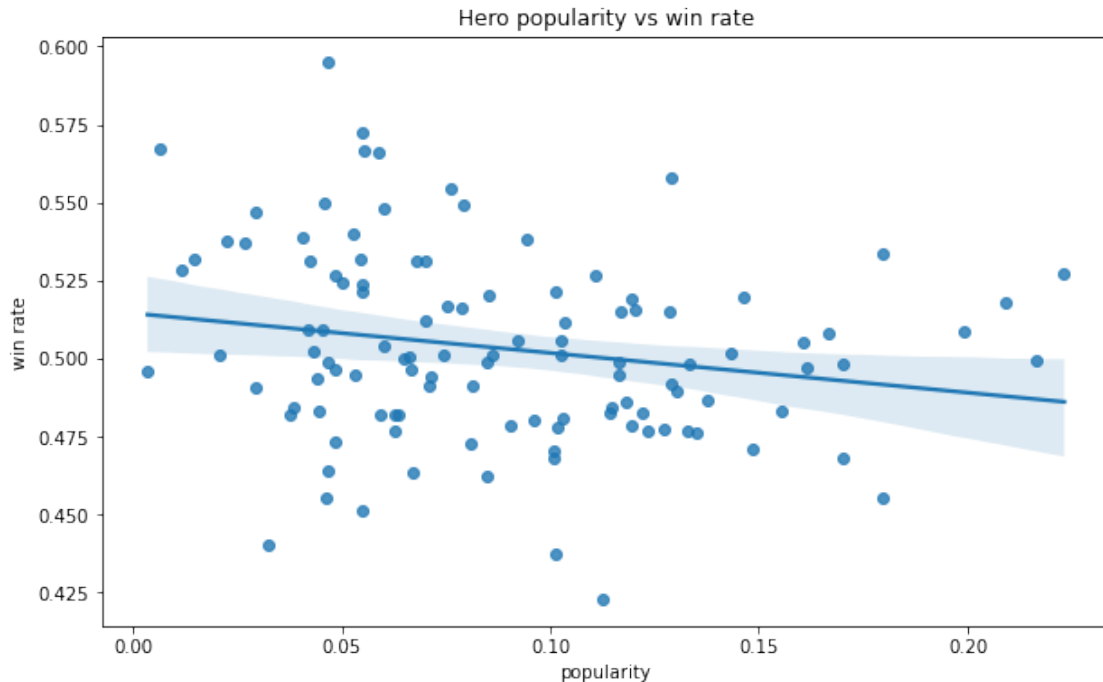
```
[7]: # Calculate the Pearson's r correlation coefficient between player
# popularity and win rate
stats.pearsonr(data['popularity'], data['win rate'])
```

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[7]: (-0.20070485321770554, 0.03304469711580285)
```

Based on the Pearson correlation coefficient, we can see that there is a small negative correlation between the hero pick rates (popularity) and the win rate of the hero. This leads us to believe that picking the most popular heroes doesn't necessarily add to the win probability. Win rate depends more on the skill of the player and picking the correct counter for the opponent's roster.

```
[8]: plt.figure(figsize=(10,6))
plt.title("Hero popularity vs win rate")
sns.regplot(x="popularity", y="win rate", data=data)
```

```
[8]: <AxesSubplot:title={'center': 'Hero popularity vs win rate'},
xlabel='popularity', ylabel='win rate'>
```



Getting teams that won the most rounds

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[9]: # Restructure dataset and add a win status for each team composition
winners_team = winners.rename(columns = {'winning_hero_id_1': 'hero_1',
    ↪ 'winning_hero_id_2': 'hero_2', 'winning_hero_id_3': 'hero_3',
    ↪ 'winning_hero_id_4': 'hero_4', 'winning_hero_id_5': 'hero_5'})
winners_team['win'] = 1
losers_team = losers.rename(columns = {'loosing_hero_id_1': 'hero_1',
    ↪ 'loosing_hero_id_2': 'hero_2', 'loosing_hero_id_3': 'hero_3',
    ↪ 'loosing_hero_id_4': 'hero_4', 'loosing_hero_id_5': 'hero_5'})
losers_team['win'] = 0
teams = pd.DataFrame(columns=['hero_1', 'hero_2', 'hero_3', 'hero_4', 'hero_5',
    ↪ 'win'])
teams = pd.concat([teams, winners_team, losers_team])
teams = teams.astype('int32')
teams
```

```
[9]:
```

	hero_1	hero_2	hero_3	hero_4	hero_5	win
0	60	71	74	87	93	1
1	11	12	30	38	51	1
2	13	63	66	80	89	1
3	8	22	33	90	97	1
4	7	11	47	93	102	1
...
71430	11	20	36	68	69	0

71431	42	85	89	99	111	0
71432	7	12	21	25	75	0
71433	44	53	64	71	74	0
71434	23	30	44	83	88	0

[142870 rows x 6 columns]

```
[10]: # Get the most winning composition of teams
teams_cumulative = teams.groupby(teams.columns.to_list(), as_index=False).size()
winners_cumulative = teams_cumulative[(teams_cumulative['size'] > 1) &
↳ (teams_cumulative['win'] == 1)].rename(columns={'size': 'wins'})
top_10_teams = winners_cumulative.sort_values(by='wins', ascending=False)[:10].
↳ drop(['win'], axis=1)
```

```
[11]: winners_cumulative
```

```
[11]:
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	hero_1	hero_2	hero_3	hero_4	hero_5	win	wins
299	1	3	28	47	50	1	2
710	1	7	11	50	55	1	2
714	1	7	11	50	71	1	3
728	1	7	11	71	112	1	2
781	1	7	15	20	51	1	2
...
139601	63	68	88	89	96	1	2
140349	68	74	80	84	93	1	2
140673	72	74	85	100	112	1	2
140674	72	74	86	92	98	1	2
140866	74	83	86	93	99	1	2

[921 rows x 7 columns]

Top 10 team compositions based on wins

```
[12]: top_10_teams_names = top_10_teams.replace({"hero_1": heros, "hero_2": heros,
↳ "hero_3": heros, "hero_4": heros, "hero_5": heros})
top_10_teams_names
```

```
[12]:
```

	hero_1	hero_2	hero_3	hero_4 \
94155	vengefulspirit	witch_doctor	beastmaster	luna
66195	nevermore	dark_seer	spirit_breaker	gyrocopter
129420	faceless_void	rattletrap	ancient_apparition	invoker
24870	crystal_maiden	pugna	dragon_knight	furion
53112	mirana	tiny	batrider	treant
114654	slardar	dazzle	night_stalker	abaddon
46716	juggernaut	lion	tidehunter	tinker
122513	enigma	templar_assassin	luna	dark_seer
32632	earthshaker	nevermore	rattletrap	gyrocopter
61832	nevermore	puck	night_stalker	jakiro

	hero_5	wins
94155	lycan	6
66195	winter_wyvern	4
129420	nyx_assassin	4
24870	abaddon	4
53112	wisp	4
114654	elder_titan	4
46716	skywrath_mage	3
122513	rubick	3
32632	disruptor	3
61832	troll_warlord	3

Fitting a linear and KNN classifier to predict win/loss based on team composition

```
[13]: from sklearn.model_selection import train_test_split
from sklearn.linear_model import LogisticRegressionCV
from sklearn.preprocessing import StandardScaler

scaler = StandardScaler()

X = teams.drop('win', axis=1)
y = teams['win']

X_train, X_test, y_train, y_test = train_test_split(X, y, test_size=0.3,
                                                    ↪stratify=y)
X_train_scaled = scaler.fit_transform(X_train)
X_test_scaled = scaler.transform(X_test)

clf = LogisticRegressionCV(solver='lbfgs', random_state=6220).fit(X_train,
↪y_train)
clf.score(X_test, y_test)
```

[13]: 0.505681155362684

```
[14]: from sklearn.neighbors import KNeighborsClassifier

knn_clf = KNeighborsClassifier(n_neighbors=3)
knn_clf.fit(X_train, y_train)
knn_clf.score(X_test, y_test)
```

[14]: 0.5081775973495719

We can see that the dataset isn't really structured to help classification.