## Compulsory exercise 1: Group 13

TMA4268 Statistical Learning V2019

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#### Problem 1

For this problem you will need to include some LaTex code. Please install latex on your computer and then consult Compulsor1.Rmd for hints how to write formulas in LaTex.

a)

The expression for the test mean squared error is

$$MSE_{test} = \frac{1}{n_0} \sum_{j=1}^{n_0} (y_{0j} - \hat{f}(x_{0j}))^2$$
(1)

The expected test mean squared error (MSE) at  $x_0$  is defined as:

$$E[y_0 - \hat{f}(x_0)]^2 \tag{2}$$

**b**)

Using the fact that  $y_0 = f(x_0) + \varepsilon$  gives

$$E[y_0 - \hat{f}(x_0)]^2 = \underbrace{\operatorname{Var}(\varepsilon)}_{\text{Irreducible error}} + \underbrace{\operatorname{Var}(\hat{f}(x_0))}_{\text{Variance of prediction}} + \underbrace{\left(f(x_0) - E[\hat{f}(x_0)]\right)^2}_{\text{Squared bias}}$$
(3)

- **c**)
- d)
- e)
- f)
- $\mathbf{g}$

### Problem 2

Here is a code chunk:

```
id <- "1nLen1ckdnX4P9n8ShZeU7zbXpLc7qiwt" # google file ID
d.worm <- read.csv(sprintf("https://docs.google.com/uc?id=%s&export=download", id))
head(d.worm)</pre>
```

```
Gattung Nummer GEWICHT FANGDATUM MAGENUMF
##
## 1
          Ос
                 32
                       0.19
                             23.09.97
## 2
          Оc
                 34
                       0.59 23.09.97
                                           1.63
## 3
          Оc
                 48
                       0.09 23.09.97
                                           1.69
## 4
          Оc
                 55
                       0.23 23.09.97
                                           1.69
                       0.24 23.09.97
                                           1.75
## 5
          Оc
                 41
                       0.19 23.09.97
## 6
          Оc
                 24
                                           1.81
```

- a)
- b)

Below you have to complete the code and then replace eval=FALSE by eval=TRUE in the chunk options:

```
ggplot(d.worm, aes(x = ..., y = ..., colour = ...)) + geom_point() + theme_bw()
```

Note that the default figure width and height have been set globally as fig.width=4, fig.height=3, but if you would like to change that (e.g., due to space constraints), you can include a different width and height directly into the chunk options, again using fig.width=..., fig.height=....

- **c**)
- d)
- **e**)
- f)
- $\mathbf{g}$

#### Problem 3

Loading the files:

```
id <- "1GNbIhjdhuwPOBrOQz82JMkdjUVBuSoZd"
tennis <- read.csv(sprintf("https://docs.google.com/uc?id=%s&export=download", id),
    header = T)
head(tennis)</pre>
```

##		Player1	Player2	Result	ACE.1	UFE.1	ACE.2	UFE.2
##	1	M.Koehler	V.Azarenka	0	2	18	3	14
##	2	E.Baltacha	F.Pennetta	0	0	10	4	14
##	3	S-W.Hsieh	T.Maria	1	1	13	2	29
##	4	A.Cornet	V.King	1	4	30	0	45
##	5	Y.Putintseva	K.Flipkens	0	2	28	6	19
##	6	A.Tomljanovic	B.Jovanovski	0	6	42	11	40

a)

We have

$$p_i = \frac{e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}}}{1 + e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}}}$$
(4)

which gives

$$logit(p_i) = log\left(\frac{p_i}{1 - p_i}\right) = log\left(\frac{\frac{e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}}}{1 + e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}}}\right)$$
(5)

Multiplying both the numerator and denominator in Equation 5 by  $1 + e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}}$  gives

$$logit(p_i) = log\left(\frac{e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}}}{1 + e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}} - (e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}})\right)$$
(6)

which further results in

$$logit(p_i) = log(e^{\beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}}) = \beta_0 + \beta_1 x_{i1} + \beta_2 x_{i2} + \beta_3 x_{i3} + \beta_4 x_{i4}$$
(7)

It can be seen from Equation 7 that  $logit(p_i)$  is a linear function of the covariates  $x_{i1}$ ,  $x_{i2}$ ,  $x_{i3}$  and  $x_{i4}$ .

b)

```
r.tennis = glm(Result ~ ACE.1 + ACE.2 + UFE.1 + UFE.2, data = tennis, family = "binomial")
summary(r.tennis)
##
## Call:
## glm(formula = Result ~ ACE.1 + ACE.2 + UFE.1 + UFE.2, family = "binomial",
##
       data = tennis)
##
## Deviance Residuals:
##
      Min
                 1Q
                      Median
                                   3Q
                                           Max
## -2.0517
           -0.8454
                      0.3725
                               0.8773
                                        2.0959
##
## Coefficients:
##
               Estimate Std. Error z value Pr(>|z|)
                           0.59302 -0.041 0.967211
## (Intercept) -0.02438
## ACE.1
               0.36338
                           0.10136
                                     3.585 0.000337 ***
## ACE.2
               -0.22388
                           0.07369
                                    -3.038 0.002381 **
## UFE.1
               -0.09847
                           0.02840
                                    -3.467 0.000527 ***
## UFE.2
                0.09010
                           0.02479
                                     3.635 0.000278 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
##
      Null deviance: 163.04 on 117 degrees of freedom
## Residual deviance: 124.96 on 113 degrees of freedom
## AIC: 134.96
##
## Number of Fisher Scoring iterations: 4
coeffs = coef(r.tennis)
eterm1 = exp(coeffs[1] + coeffs[2] + coeffs[3] + coeffs[4] + coeffs[5])
p1 = eterm1/(1 + eterm1)
eterm2 = exp(coeffs[1] + 2 * coeffs[2] + coeffs[3] + coeffs[4] + coeffs[5])
p2 = eterm2/(1 + eterm2)
rat = p2/p1
```

Since the  $\beta_1$  is positive one more ace for player one would increase the probability of player 1 winning. It also makes sense that an ace for player 1 would increase the probability of player 1 winning. The propability increase is dependent on the other parameters as well, but assuming 1 ace and 1 unforced error for each player, one more ace for player 1 would increase the probability of player 1 winning by a ratio of 1.1685197.

**c**)

```
# make variables for difference
tennis$ACEdiff = tennis$ACE.1 - tennis$ACE.2
tennis$UFEdiff = tennis$UFE.1 - tennis$UFE.2
```

```
# divide into test and train set
n = dim(tennis)[1]
n2 = n/2
set.seed(1234) # to reproduce the same test and train sets each time you run the code
train = sample(c(1:n), replace = F)[1:n2]
tennisTest = tennis[-train, ]
tennisTrain = tennis[train, ]
# Fitting a logistic regression model on the form Result ~ ACEdiff + UFEdiff on
# the training set
fit.3c = glm(Result ~ ACEdiff + UFEdiff, data = tennis, family = "binomial")
summary(fit.3c)
##
## Call:
## glm(formula = Result ~ ACEdiff + UFEdiff, family = "binomial",
      data = tennis)
##
## Deviance Residuals:
     Min 1Q Median
                                  3Q
                                         Max
## -2.1923 -0.8922 0.3821 0.9089
                                      2.1254
##
## Coefficients:
             Estimate Std. Error z value Pr(>|z|)
## (Intercept) 0.21576 0.21833 0.988 0.323
## ACEdiff
              0.27273
                          0.06251 4.363 1.28e-05 ***
## UFEdiff
             -0.09101
                        0.02285 -3.983 6.80e-05 ***
## ---
## Signif. codes: 0 '***' 0.001 '**' 0.05 '.' 0.1 ' ' 1
## (Dispersion parameter for binomial family taken to be 1)
##
##
      Null deviance: 163.04 on 117 degrees of freedom
## Residual deviance: 126.48 on 115 degrees of freedom
## AIC: 132.48
## Number of Fisher Scoring iterations: 4
d)
x = 1:10
disp(x)
```

- **e**)
- f)
- $\mathbf{g})$
- h)

# Problem 4

- **a**)
- b)
- **c**)
- d)