Package 'darts'

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Description Are you aiming at the right spot in darts? Maybe not! Use this package to find your optimal aiming location. For a better explanation, go to http://www-stat.stanford.edu/~ryantibs/darts/ or see the paper ``A Statistician Plays Darts".
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darts-package

Statistical Tools to Analyze Your Darts Game

Description

Are you aiming at the right spot on the dartboard? Maybe not! Use this package to compute your optimal aiming location. For a better explanation, go to http://stat.stanford.edu/~ryantibs/darts/ or read the paper "A Statistician Plays Darts".

Details

Package: darts
Type: Package
Version: 1.0
Date: 2011-01-17
License: GPL

LazyLoad: yes

Author(s)

Ryan Tibshirani <ryantibs@gmail.com>

References

Ryan Tibshirani, Andrew Price, and Jonathan Taylor. "A Statistician Plays Darts". Journal of the Royal Statistical Society: Series A, Vol. 174, No. 1, 213-226, 2011.

http://stat.stanford.edu/~ryantibs/darts/

Examples

```
# An example of how to use this package to calculate my variance, and
# then generate a personalized heatmap instructing me where to aim
```

```
# Start with 100 scores from throws aimed at the center of the board x = c(12,16,19,3,17,1,25,19,17,50,18,1,3,17,2,2,13,18,16,2,25,5,5,1,5,4,17,25,25,50,3,7,17,17,3,3,3,7,11,10,25,1,19,15,4,1,5,12,17,16,50,20,20,20,25,50,2,17,3,20,20,20,5,1,18,15,2,3,25,12,9,3,3,19,16,20,5,5,1,4,15,16,5,20,16,2,25,6,12,25,11,25,7,2,5,19,17,17,2,12)
```

Step 1: EM algorithm

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```
# Get my variance in the simple Gaussian model
a = simpleEM(x,niter=100)
# Check the log likelihood
plot(1:a$niter,a$loglik,type="1",xlab="Iteration",ylab="Log likelihood")
# The EM estimate of my variance
s = a\$s.final
## Step 2: Generate a heatmap
# Build the matrix of expected scores
e = simpleExpScores(s)
# Plot it
par(mfrow=c(1,2))
drawHeatmap(e)
drawBoard(new=TRUE)
drawAimSpot(e)
# General model
## Step 1: EM algorithm
# Get my variance in the general Gaussian model
aa = generalEM(x,niter=100,seed=0)
# The EM estimate of my covariance matrix
Sig = aa$Sig.final
## Step 2: Generate a heatmap
# Build the matrix of expected scores
ee = generalExpScores(Sig)
# Plot it
par(mfrow=c(1,2))
drawHeatmap(ee)
drawBoard(new=TRUE)
drawAimSpot(ee)
```

drawAimSpot

Optimal Aiming Spot

Description

Draws the optimal aiming location, i.e. the spot with the highest expected score, on top of an existing plot.

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Usage

```
drawAimSpot(e, col = "blue", pch = 19, ...)
```

Arguments

A matrix of the expected scores, created by the function simpleExpScores or е

generalExpScores.

The color of the dot. col

The plotting "character" for the dot. pch More arguments for drawing the dot. . . .

Author(s)

Ryan Tibshirani

Examples

```
# This will take a couple of seconds
e = simpleExpScores(s=0)
# This is what your heatmap would look like if you had perfect accuracy
par(mfrow=c(1,2))
drawHeatmap(e)
drawBoard(new=TRUE)
drawAimSpot(e)
```

drawBoard

Dartboard

Description

Draws the dartboard, either as a new plot or on top of an existing one.

Usage

```
drawBoard(new = FALSE, lines = TRUE, numbers = TRUE, outside = TRUE,
         col = "black", ...)
```

Arguments

new	Make a new plot?
lines	Draw the lines separating the regions?
numbers	Draw the numbers?
outside	Draw the numbers outside (or inside) the dartboard?
col	The color for the lines.
	More arguments for drawing the numbers (text).

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Author(s)

Ryan Tibshirani

Examples

```
# Draw a new dartboard
drawBoard(new=TRUE)
```

drawHeatmap

Heatmap of Expected Scores

Description

Draws a heatmap of the expected score as the aiming location varies across the dartboard, as a new plot.

Usage

```
drawHeatmap(e, col = heat.colors(30))
```

Arguments

e A matrix of the expected scores, created by the function simpleExpScores or

generalExpScores.

col The colors to use for the heatmap.

Author(s)

Ryan Tibshirani

Examples

```
# This will take a couple of seconds
e = simpleExpScores(s=0)
# This is what your heatmap would look like if you had
# perfect accuracy
drawHeatmap(e)
```

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generalEM	EM Algorithm for the General Model
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Description

EM algorithm to estimate your variance based on your scores, in the general model.

Usage

```
generalEM(x, Sig.init = c(10^2, 10^2, 0.1 * 10 * 10), niter = 100, seed = NULL)
```

Arguments

X	Scores of throws aimed at the center of the dartboard.
Sig.init	The initial guess for the covariance matrix, represented as a vector: x marginal variance, then y marginal variance, then x-y covariance.
niter	The number of iterations.
seed	The seed for the random number generator (the E-step is done by importance sampling).

Value

Sig.final	The final estimate of the covariance matrix.
Sig.init	The initial estimate of the covariance matrix.
Sig	The estimate of the covariance at each iteration.
loglik	The log likelihood at each iteration—currently not implemented (this is just an array of 0s).
niter	The number of iterations.

Author(s)

Ryan Tibshirani

Examples

```
# Scores of 100 of my dart throws, aimed at the center of the board x = c(12,16,19,3,17,1,25,19,17,50,18,1,3,17,2,2,13,18,16,2,25,5,5,1,5,4,17,25,25,50,3,7,17,17,3,3,3,7,11,10,25,1,19,15,4,1,5,12,17,16,50,20,20,20,25,50,2,17,3,20,20,20,5,1,18,15,2,3,25,12,9,3,3,19,16,20,5,5,1,4,15,16,5,20,16,2,25,6,12,25,11,25,7,2,5,19,17,17,2,12)  
# Get my variance in the general Gaussian model a = generalEM(x,niter=100,seed=0)  
# The EM estimate of my covariance matrix  
Sig = a$Sig.final
```

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generalExpScores

Expected Scores for the General Model

Description

Computes the expected score as the aiming location varies across the board, using the specified covariance matrix and the general model for dart throws.

Usage

```
generalExpScores(Sig)
```

Arguments

Sig The covariance matrix.

Value

e The matrix of expected scores.

Author(s)

Ryan Tibshirani

Examples

```
# Generate the matrix of expected scores if my covariance is
# Sig=c(15^2,30^2,0), in the general model. This will take a
# couple of seconds.
e = generalExpScores(Sig=(c(15^2,30^2,0)))
# Draw a heatmap!
drawHeatmap(e)
```

simpleEM

EM Algorithm for the Simple Model

Description

EM algorithm to estimate your variance based on your scores, in the simple model.

Usage

```
simpleEM(x, s.init = 100, niter = 100)
```

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Arguments

x	Scores of throws aimed at the center of the dartboard.
s.init	The initial guess for the marginal variance.
niter	The number of iterations.

Value

s.final	The final estimate of the variance.
s.init	The initial estimate of the variance.
s	The estimate of the variance at each iteration of the EM algorithm.
loglik	The (observed) log likelihood at each iteration of the EM algorithm.
niter	The number of iterations.

Author(s)

Ryan Tibshirani

Examples

```
# Scores of 100 of my dart throws, aimed at the center of the board
x = c(12,16,19,3,17,1,25,19,17,50,18,1,3,17,2,2,13,18,16,2,25,5,5,
1,5,4,17,25,25,50,3,7,17,17,3,3,3,7,11,10,25,1,19,15,4,1,5,12,17,16,
50,20,20,20,25,50,2,17,3,20,20,20,5,1,18,15,2,3,25,12,9,3,3,19,16,20,
5,5,1,4,15,16,5,20,16,2,25,6,12,25,11,25,7,2,5,19,17,17,2,12)

# Get my variance in the simple Gaussian model
a = simpleEM(x,niter=100)

# Check the log likelihood
plot(1:a$niter,a$loglik,type="l",xlab="Iteration",ylab="Log likelihood")

# The EM estimate of my variance
s = a$s.final
```

simpleExpScores

Expected Scores for the Simple Model

Description

Computes the expected score as the aiming location varies across the board, using the specified variance and the simple model for dart throws.

Usage

```
simpleExpScores(s)
```

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Arguments

s The marginal variance.

Value

e The matrix of expected scores.

Author(s)

Ryan Tibshirani

Examples

```
# Generate the matrix of expected scores if my variance is 25^2,
# in the simple model. This will take a couple of seconds.
e = simpleExpScores(s=25^2)
# Draw a heatmap!
drawHeatmap(e)
```

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