

# Regresores cualitativos

## Contents

<b>1</b>	<b>Regresores cualitativos con dos niveles</b>	<b>1</b>
1.1	Variables auxiliares . . . . .	1
1.2	Variables auxiliares 1 . . . . .	3
1.3	Factores . . . . .	4
<b>2</b>	<b>Variables cualitativas y cuantitativas</b>	<b>5</b>
<b>3</b>	<b>Variables cualitativas con más de dos niveles</b>	<b>6</b>

## 1 Regresores cualitativos con dos niveles

El archivo *Credit Approval Decisions.csv* contiene información acerca de la aceptación o rechazo de un crédito. Se dispone también de información acerca de otras variables adicionales. El objetivo es analizar la variable *Decision* en función del resto de variables.

```
d = read.csv("datos/Credit Approval Decisions.csv")
str(d)
```

```
## 'data.frame': 50 obs. of 6 variables:
## $ Homeowner : chr "Y" "Y" "Y" "N" ...
## $ Credit_Score : int 725 573 677 625 527 795 733 620 591 660 ...
## $ Years_Credit_History : int 20 9 11 15 12 22 7 5 17 24 ...
## $ Revolving_Balance : num 11320 7200 20000 12800 5700 ...
## $ Revolving_Utilization: num 0.25 0.7 0.55 0.65 0.75 0.12 0.2 0.62 0.5 0.35 ...
## $ Decision : chr "Approve" "Reject" "Approve" "Reject" ...
```

Convertimos las variables cualitativas a factor:

```
d$Homeowner = factor(d$Homeowner)
d$Decision = factor(d$Decision)
str(d)
```

```
## 'data.frame': 50 obs. of 6 variables:
## $ Homeowner : Factor w/ 2 levels "N","Y": 2 2 2 1 1 2 1 1 2 2 ...
## $ Credit_Score : int 725 573 677 625 527 795 733 620 591 660 ...
## $ Years_Credit_History : int 20 9 11 15 12 22 7 5 17 24 ...
## $ Revolving_Balance : num 11320 7200 20000 12800 5700 ...
## $ Revolving_Utilization: num 0.25 0.7 0.55 0.65 0.75 0.12 0.2 0.62 0.5 0.35 ...
## $ Decision : Factor w/ 2 levels "Approve","Reject": 1 2 1 2 2 1 1 2 2 1 ...
```

### 1.1 Variables auxiliares

Se crean variables auxiliares con valores cero - uno. Por ejemplo

- HomeownerY = 1 si Homeowner = "Y"
- HomeownerY = 0 si Homeowner = "N"

```
HomeownerY = ifelse(d$Homeowner == "Y", 1, 0)
```

El modelo que se estima es:

$$P(\text{Decision}_i = 1) = \frac{\exp(\beta_0 + \beta_1 \text{Homeowner}Y_i)}{1 + \exp(\beta_0 + \beta_1 \text{Homeowner}Y_i)}$$

Al final estamos trabajando con dos modelos:

- HomeownerY = 0:

$$P(\text{Decision}_i = 1) = \frac{\exp(\beta_0)}{1 + \exp(\beta_0)}$$

- HomeownerY = 1:

$$P(\text{Decision}_i = 1) = \frac{\exp(\beta_0 + \beta_1)}{1 + \exp(\beta_0 + \beta_1)}$$

Por tanto, si  $\beta_1 = 0$ , entonces  $P(\text{Decision} = 1 \mid \text{Homeowner} = Y) = P(\text{Decision} = 1 \mid \text{Homeowner} = N)$ . Si  $\beta_1 > 0$ , entonces:

$$\beta_0 < \beta_0 + \beta_1 - \beta_0 > -\beta_0 - \beta_1 \exp(-\beta_0) > \exp(-\beta_0 - \beta_1) 1 + \exp(-\beta_0) > 1 + \exp(-\beta_0 - \beta_1) \frac{1}{1 + \exp(-\beta_0)} < \frac{1}{1 + \exp(-\beta_0 - \beta_1)}$$

Multiplicando numerador y denominador por el mismo número la desigualdad no cambia:

$$\frac{\exp(\beta_0)}{1 + \exp(\beta_0)} < \frac{\exp(\beta_0 + \beta_1)}{1 + \exp(\beta_0 + \beta_1)} P(\text{Decision} = 1 \mid \text{Homeowner} = N) < P(\text{Decision} = 1 \mid \text{Homeowner} = Y)$$

Estimamos el modelo. Recordemos que la variable respuesta toma valores 0 y 1. Por tanto si definimos:

```
Decision1 = ifelse(d$Decision == "Approve", 1, 0)
```

el modelo que estamos estimando es  $P(Y = 1) = P(\text{Decision1} = 1) = P(\text{Decision} = \text{"Approve"})$ .

```
m1 = glm(Decision1 ~ HomeownerY, family = binomial)
summary(m1)
```

```
##
## Call:
## glm(formula = Decision1 ~ HomeownerY, family = binomial)
##
## Coefficients:
##             Estimate Std. Error z value Pr(>|z|)
## (Intercept)  -2.3514     0.7400  -3.177  0.00149 **
## HomeownerY    3.6041     0.8729   4.129 3.64e-05 ***
## ---
## Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## (Dispersion parameter for binomial family taken to be 1)
##
## Null deviance: 68.994  on 49  degrees of freedom
```

```
## Residual deviance: 42.194 on 48 degrees of freedom
## AIC: 46.194
##
## Number of Fisher Scoring iterations: 5
```

Como  $\beta_1 > 0$  quiere decir que  $P(\text{Decision} = \text{Approve} | \text{Homeowner} = N) < P(\text{Decision} = \text{Approve} | \text{Homeowner} = Y)$ .

## 1.2 Variables auxiliares 1

```
HomeownerN = ifelse(d$Homeowner == "N", 1, 0)
```

```
m2 = glm(Decision1 ~ HomeownerN, family = binomial)
summary(m2)
```

```
##
## Call:
## glm(formula = Decision1 ~ HomeownerN, family = binomial)
##
## Coefficients:
##             Estimate Std. Error z value Pr(>|z|)
## (Intercept)  1.2528     0.4629   2.706  0.0068 **
## HomeownerN  -3.6041     0.8729  -4.129  3.64e-05 ***
## ---
## Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## (Dispersion parameter for binomial family taken to be 1)
##
## Null deviance: 68.994 on 49 degrees of freedom
## Residual deviance: 42.194 on 48 degrees of freedom
## AIC: 46.194
##
## Number of Fisher Scoring iterations: 5
```

El modelo que se estima ahora es:

$$P(\text{Decision}_i = 1) = \frac{\exp(\beta_0^* + \beta_1^* \text{Homeowner} Y_i)}{1 + \exp(\beta_0^* + \beta_1^* \text{Homeowner} Y_i)}$$

Que equivale a dos modelos:

- HomeownerN = 0:

$$P(\text{Decision}_i = 1) = \frac{\exp(\beta_0^*)}{1 + \exp(\beta_0^*)}$$

- HomeownerN = 1:

$$P(\text{Decision}_i = 1) = \frac{\exp(\beta_0^* + \beta_1^*)}{1 + \exp(\beta_0^* + \beta_1^*)}$$

La probabilidad de que la Decision = 1 cuando el cliente es propietario de una casa tiene que ser igual en ambos modelos:

$$P(\text{Decision}_i = 1 | \text{Homeowner} Y = 1) = P(\text{Decision}_i = 1 | \text{Homeowner} N = 0)$$

$$\frac{\exp(\beta_0 + \beta_1)}{1 + \exp(\beta_0 + \beta_1)} = \frac{\exp(\beta_0^*)}{1 + \exp(\beta_0^*)}$$

Por tanto

$$\beta_0 + \beta_1 = \beta_0^* \Rightarrow -2.3514 + 3.6041 = 1.2528$$

Por otro lado, la probabilidad de que la Decision = 1 cuando el cliente NO es propietario de una casa tiene que ser igual en ambos modelos:

$$P(\text{Decision}_i = 1 | \text{Homeowner}Y = 0) = P(\text{Decision}_i = 1 | \text{Homeowner}N = 1)$$

$$\frac{\exp(\beta_0)}{1 + \exp(\beta_0)} = \frac{\exp(\beta_0^* + \beta_1^*)}{1 + \exp(\beta_0^* + \beta_1^*)}$$

Es decir

$$\beta_0 = \beta_0^* + \beta_1^* \Rightarrow -2.3514 = 1.2528 - 3.6041$$

### 1.3 Factores

Es importante utilizar bien los niveles de las variables:

```
levels(d$Decision)
```

```
## [1] "Approve" "Reject"
```

```
levels(d$Homeowner)
```

```
## [1] "N" "Y"
```

Por tanto, si estimamos el modelo:

```
m3 = glm(Decision ~ Homeowner, data = d, family = binomial)
summary(m3)
```

```
##
## Call:
## glm(formula = Decision ~ Homeowner, family = binomial, data = d)
##
## Coefficients:
##             Estimate Std. Error z value Pr(>|z|)
## (Intercept)   2.3514     0.7400   3.177 0.00149 **
## HomeownerY   -3.6041     0.8729  -4.129 3.64e-05 ***
## ---
## Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## (Dispersion parameter for binomial family taken to be 1)
##
## Null deviance: 68.994  on 49  degrees of freedom
## Residual deviance: 42.194  on 48  degrees of freedom
## AIC: 46.194
##
## Number of Fisher Scoring iterations: 5
```

En el fondo estamos estimando  $P(\text{Decision} = \text{Reject} | \text{Homeowner} = \text{"Y"})$ , ya que

- la variable respuesta tiene que tomar valores 1 y 0. R asigna el cero al nivel de referencia. Por lo tanto,  $P(\text{Decision} = 1) = P(\text{Decision} = \text{Reject})$ .
- para el regresor de tipo factor, R crea una variable auxiliar que vale 1 y 0, y asigna el cero al nivel de referencia. Por tanto crea `HomeownerY`, donde `HomeownerY = 1` cuando `Homeowner = "Yes"`.

Si queremos estimar el modelo `m1` anterior tenemos que hacer:

```
d$Decision = relevel(d$Decision, ref = "Reject")
m4 = glm(Decision ~ Homeowner, data = d, family = binomial)
summary(m4)

##
## Call:
## glm(formula = Decision ~ Homeowner, family = binomial, data = d)
##
## Coefficients:
##             Estimate Std. Error z value Pr(>|z|)
## (Intercept) -2.3514      0.7400  -3.177  0.00149 **
## HomeownerY   3.6041      0.8729   4.129  3.64e-05 ***
## ---
## Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## (Dispersion parameter for binomial family taken to be 1)
##
##    Null deviance: 68.994  on 49  degrees of freedom
## Residual deviance: 42.194  on 48  degrees of freedom
## AIC: 46.194
##
## Number of Fisher Scoring iterations: 5
```

## 2 Variables cualitativas y cuantitativas

El funcionamiento es idéntico que el modelo de regresión lineal:

```
d$Decision = relevel(d$Decision, ref = "Approve")
m4 = glm(Decision ~ Homeowner + Credit_Score + Years_Credit_History, data = d, family = binomial)
summary(m4)

##
## Call:
## glm(formula = Decision ~ Homeowner + Credit_Score + Years_Credit_History,
##      family = binomial, data = d)
##
## Coefficients:
##             Estimate Std. Error z value Pr(>|z|)
## (Intercept)   38.05066   14.85133    2.562  0.0104 *
## HomeownerY    -3.13441    1.73873   -1.803  0.0714 .
## Credit_Score  -0.04946    0.01933   -2.559  0.0105 *
## Years_Credit_History -0.31716    0.21846   -1.452  0.1466
## ---
## Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
##
## (Dispersion parameter for binomial family taken to be 1)
##
```

```
## Null deviance: 68.994 on 49 degrees of freedom
## Residual deviance: 15.208 on 46 degrees of freedom
## AIC: 23.208
##
## Number of Fisher Scoring iterations: 8
```

### 3 Variables cualitativas con más de dos niveles

Igual que en regresión lineal, se tienen que crear tantas variables auxiliares como niveles del factor menos una.