

Computational Statistics

Splines, generalized additive models

Predicting the box office success of movies is a favorite exercise for econometricians. The file `movie.data` contains data about 62 films released in 2009. The meaning of the variables is the following :

- `BOX` : receipt (in \$) ;
- `MPRATING` : classification by the *Motion Picture Association of America* (a factor with four levels) ;
- `BUDGET` : movie budget ;
- `STARPOWR` : an index measuring the popularity of actors ;
- `BUZZ` : an index measuring the internet buzz (constructed by aggregating numbers of views, comments and votes on different web sites) ;
- `ACTION` : dummy variable, equals 1 for an action film.

1. Plot the response variable $\log(\text{BOX})$ as a function of each of the predictors $\log(\text{BUDGET})$, `STARPOWR` and `BUZZ`.
2. Try different smoothers on this data (polynomial regression, natural splines, smoothing splines). For each method, tune the degree of freedom by cross-validation.
3. Fit generalized additive models to these data. Compare their prediction errors using cross-validation.