Project description

The project is to create a predictive algorithm for Premier League results. It will use historic data; it is still to be determined how many years’ worth of data I will use. It will depend on the ease of gathering and cleansing the data.

The result is aimed at Premier League fans and people interested in the prediction of football results.

I aim to produce an algorithm with around 75-80% pass rate, this will be a benefit to all football fans, fans who place bets and even possibly teams, that may be a bit far though.

If the project is unable to give good results after many iterations of tweaking the numbers then it will serve as research for people who take on a similar project.

There are different ways to achieve the results, I will play around with between 2 and 4 predictive algorithm choices to see which suits this project best.

I will store all the stats data in a database and write all the algorithm code in Python. A stretch goal would be to have an interface for user interaction or to pull the latest set of fixtures from the BBC Sport website or similar.