

# Selection\_de\_variables

November 19, 2019

```
[1]: library(leaps)
      library(glmnet)
```

Loading required package: Matrix

Loaded glmnet 3.0

## 0.1 IMPORTATION DES DONNEES

```
[2]: data_tot = read.csv('./Donnees/Plusieurs_pays/Total.csv', header = TRUE)
      data_tot = data_tot[-c(47,60)]
```

Création d'un nouveau dataframe sans les variables Rating et Pays, utilisé après :

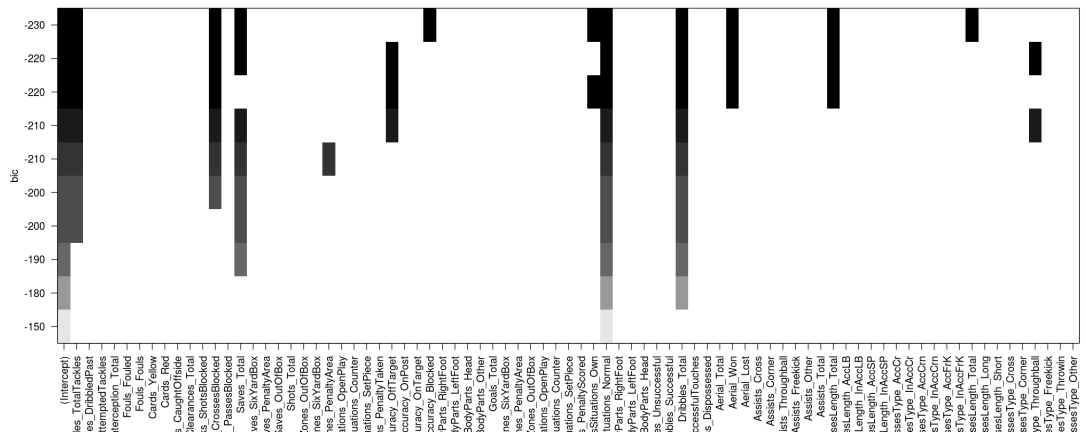
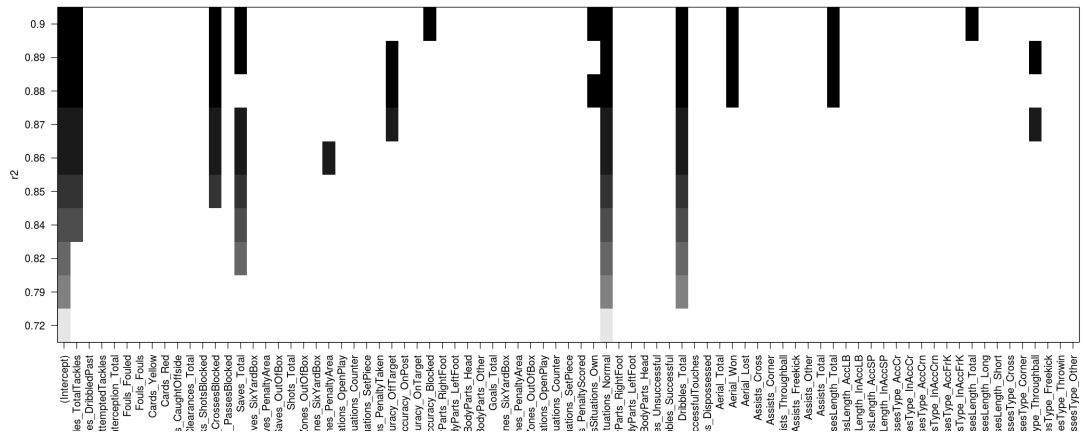
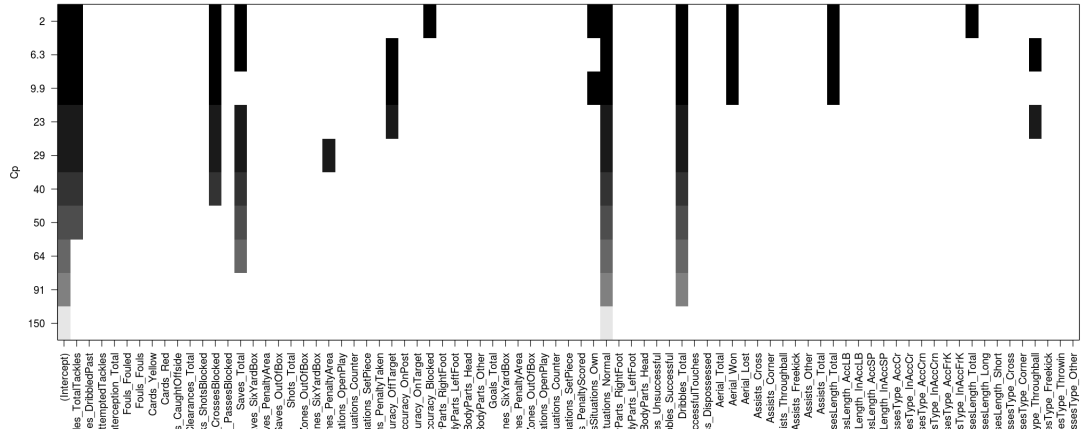
```
[3]: data = data_tot[,-c(81,82)]
```

## 0.2 Sélection de variables

### 0.2.1 BIC

```
[39]: choixb <- regsubsets(data_tot$Rating~., data=data,nbest=1, nvmax=10,
      ↪method="seqrep")
```

```
[5]: options(repr.plot.width=18, repr.plot.height=8)
      plot(choixb,scale="Cp")
      plot(choixb,scale="r2")
      plot(choixb,scale="bic")
```



Les trois différents critères utilisés ci-dessus pour la sélection de modèle (Cp de Mallows, R2 et BIC) semblent donner les mêmes résultats.

Suivant le critère choisi, il faut soit le maximiser (R2), soit le minimiser (Cp et BIC). Dans les deux cas, il s'agit de trouver les variables mises en noir sur la ligne du haut.

```
[6]: nb_min = which.min(summary(choixb)$bic)
      coef(choixb, nb_min)
```

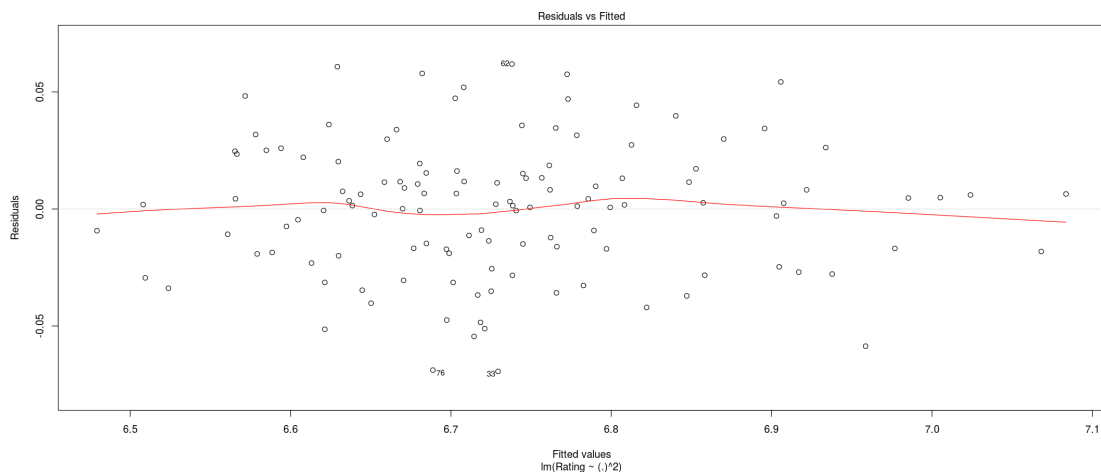
<b>(Intercept)</b>	5.75215912848794	<b>Tackles\_TotalTackles</b>	0.0116722138782329
<b>Blocks\_CrossesBlocked</b>	0.0446894205980564	<b>Saves\_Total</b>	-0.0197312817417468
<b>ShotsAccuracy\_Blocked</b>	-0.0298931882729577	<b>GoalsSituations\_Own</b>	0.221852796031417
<b>GoalsSituations\_Normal</b>	0.194642946229757	<b>Dribbles\_Total</b>	0.00852515056606557
<b>Aerial\_Won</b>	0.0070545723332821	<b>PassesLength\_Total</b>	0.000369394176703441
<b>KeyPassesLength\_Total</b>	0.0189994394720078		

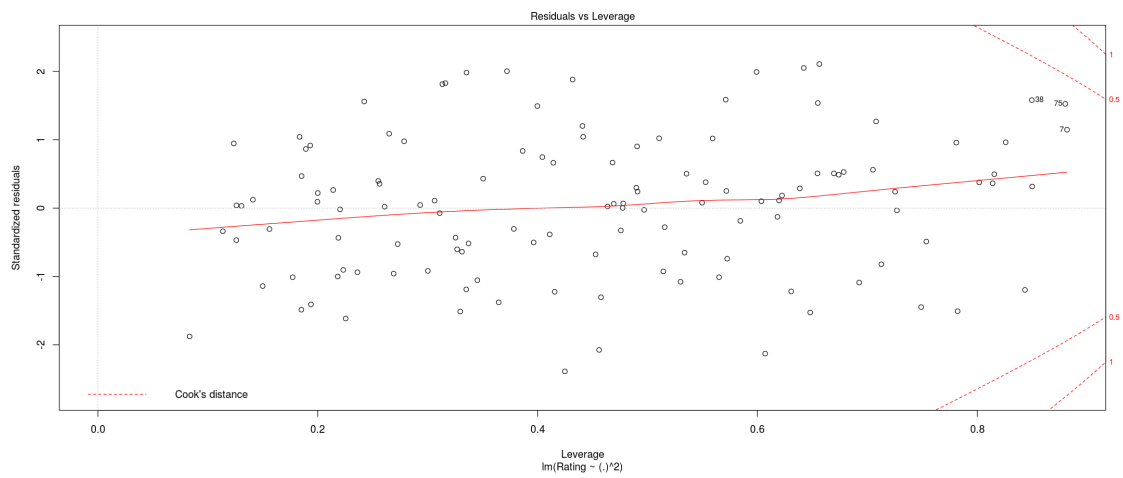
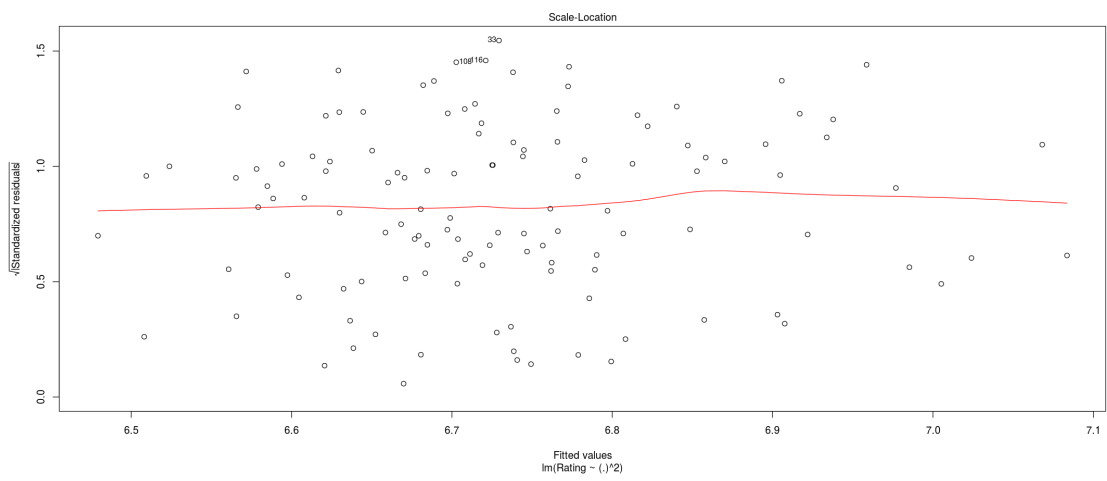
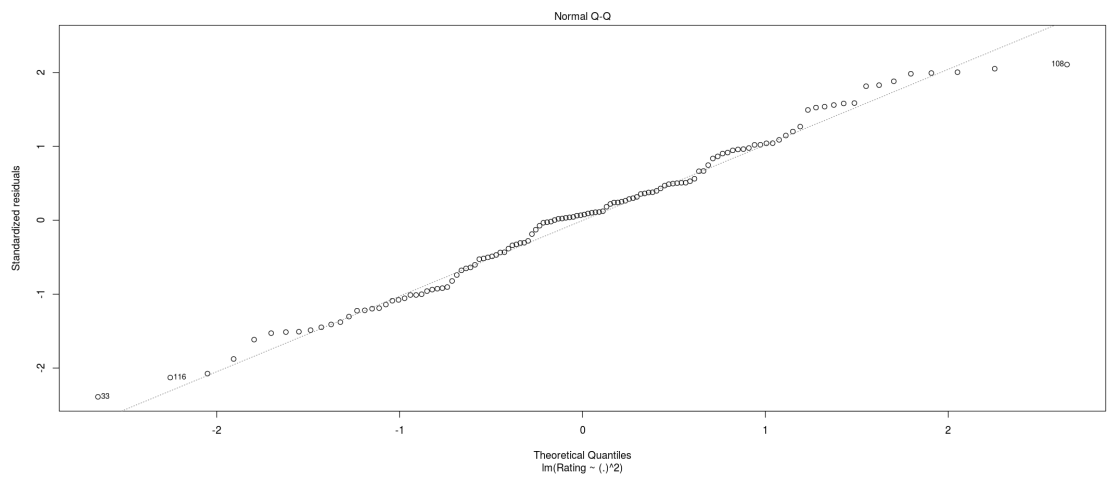
```
[7]: data_bic = data.frame(data_tot$Rating, data_tot$Tackles_TotalTackles,
  ↳data_tot$Blocks_CrossesBlocked, data_tot$Saves_Total,
  data_tot$ShotsAccuracy_Blocked,
  ↳data_tot$GoalsSituations_Own, data_tot$GoalsSituations_Normal,
  data_tot$Dribbles_Total, data_tot$Aerial_Won,
  ↳data_tot$PassesLength_Total, data_tot$KeyPassesLength_Total)

names(data_bic) <- c("Rating", "Tackles_TotalTackles", "Blocks_CrossesBlocked",
  ↳"Saves_Total", "ShotsAccuracy_Blocked",
  "GoalsSituations_Own", "GoalsSituations_Normal",
  ↳"Dribbles_Total", "Aerial_Won",
  "PassesLength_Total", "KeyPassesLength_Total")
```

```
[8]: reg_bic = lm(Rating~(.)^2, data = data_bic)
```

```
[9]: plot(reg_bic)
```





On voit que le graphe des résidus ne présente pas de forme particulière. De plus, le graphe quantile-quantile est plus ou moins aligné (quelques soucis sur les petits et grands quantiles).

On va refaire de la sélection de variables, mais pour chaque pays, et ainsi observer les variables vraiment influentes.

```
[10]: France = data[data_tot$Pays == "France",]
      Allemagne = data[data_tot$Pays == "Allemagne",]
      Italie = data[data_tot$Pays == "Italie",]
      Espagne = data[data_tot$Pays == "Espagne",]
      Argentine = data[data_tot$Pays == "Argentine",]
      Angleterre = data[data_tot$Pays == "Angleterre",]

[11]: choix_France <- regsubsets(data_tot[data_tot$Pays=="France",]$Rating~.,
      ↪data=France,nbest=1, nvmax=10, method="seqrep")
      choix_Allemagne <- regsubsets(data_tot[data_tot$Pays=="Allemagne",]$Rating~.,
      ↪data=Allemagne,nbest=1, nvmax=10, method="seqrep")
      choix_Italie <- regsubsets(data_tot[data_tot$Pays=="Italie",]$Rating~.,
      ↪data=Italie,nbest=1, nvmax=10, method="seqrep")
      choix_Espagne <- regsubsets(data_tot[data_tot$Pays=="Espagne",]$Rating~.,
      ↪data=Espagne,nbest=1, nvmax=10, method="seqrep")
      choix_Argentine <- regsubsets(data_tot[data_tot$Pays=="Argentine",]$Rating~.,
      ↪data=Argentine, nbest=1, nvmax=10, method="seqrep")
      choix_Angleterre <- regsubsets(data_tot[data_tot$Pays=="Angleterre",]$Rating~.,
      ↪data=Angleterre, nbest=1, nvmax=10, method="seqrep")
```

```
Warning message in leaps.setup(x, y, wt = wt, nbest = nbest, nvmax = nvmax,
force.in = force.in, :
```

```
61 linear dependencies found
```

```
Warning message in leaps.setup(x, y, wt = wt, nbest = nbest, nvmax = nvmax,
force.in = force.in, :
```

```
63 linear dependencies found
```

```
Warning message in leaps.setup(x, y, wt = wt, nbest = nbest, nvmax = nvmax,
force.in = force.in, :
```

```
61 linear dependencies found
```

```
Warning message in leaps.setup(x, y, wt = wt, nbest = nbest, nvmax = nvmax,
force.in = force.in, :
```

```
61 linear dependencies found
```

```
Warning message in leaps.setup(x, y, wt = wt, nbest = nbest, nvmax = nvmax,
force.in = force.in, :
```

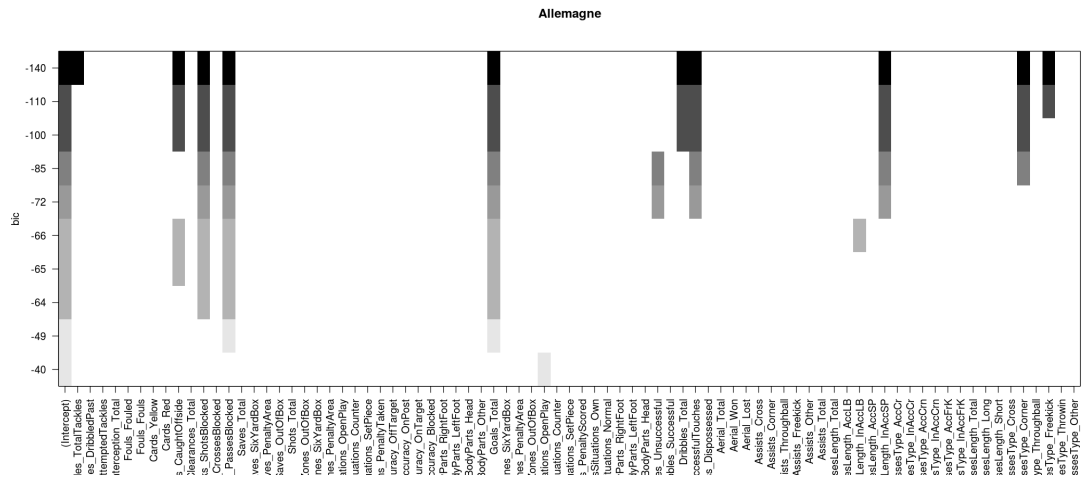
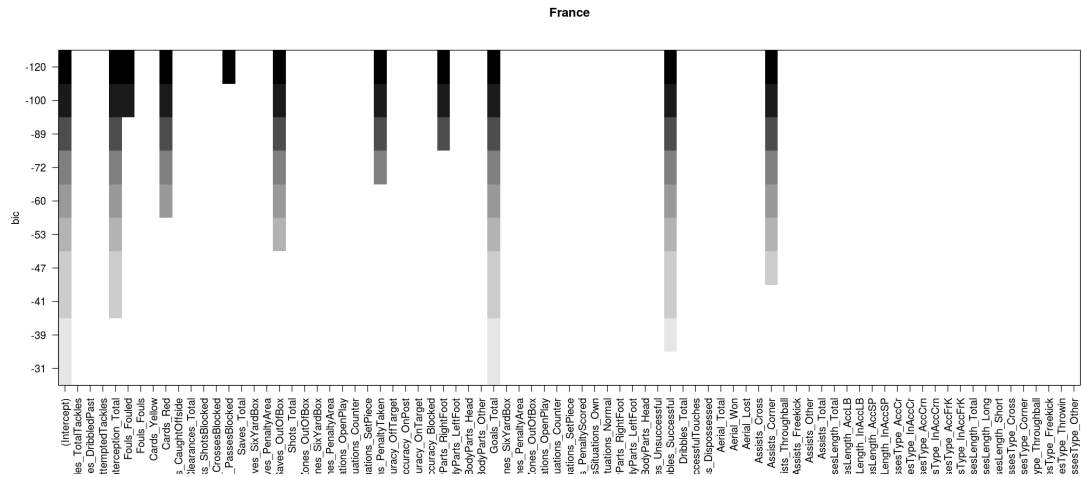
```
55 linear dependencies found
```

```
Warning message in leaps.setup(x, y, wt = wt, nbest = nbest, nvmax = nvmax,
force.in = force.in, :
```

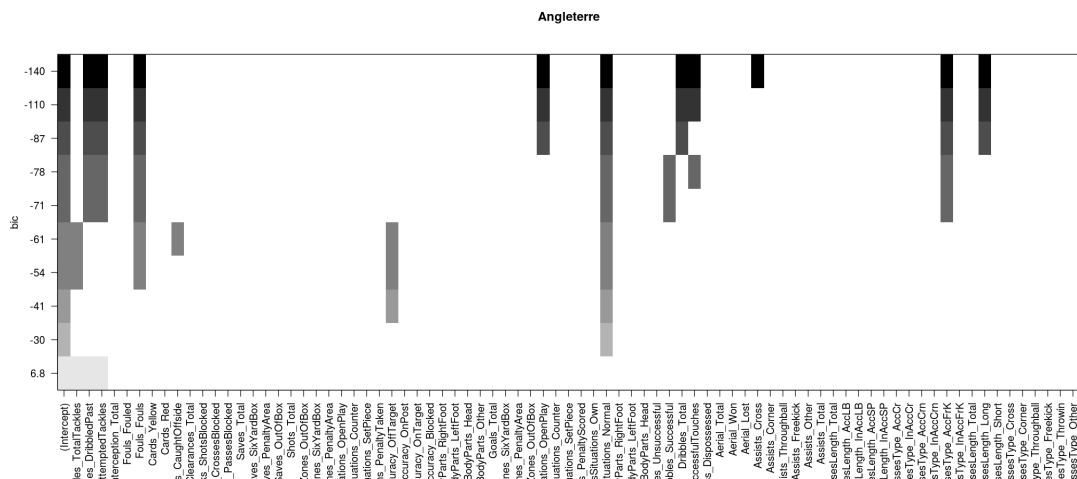
```
61 linear dependencies found
```

```
[12]: plot(choix_France,scale="bic", main = "France")
      plot(choix_Allemagne,scale="bic", main = "Allemagne")
```

```
plot(choix_Italie,scale="bic", main = "Italie")
plot(choix_Espagne,scale="bic", main = "Espagne")
plot(choix_Argentine,scale="bic", main = "Argentine")
plot(choix_Angleterre,scale="bic", main = "Angleterre")
```







On voit que les variables retenues ne sont pas les mêmes d'un pays à l'autre. On va les afficher.

```
[13]: nb_min = which.min(summary(choix_France)$bic)
      coef(choix_France, nb_min)
```

```
(Intercept)      6.13982138539476 Interception\_Total      0.0237925361751378 Fouls\_Fouled
0.00780851950097679 Cards\_Red      -0.599989959343333 Blocks\_PassesBlocked
0.00953063969054786 Saves\_OutOfBox      -0.158696058583241 ShotsSituations\_PenaltyTaken
-0.299210436279684 ShotsBodyParts\_RightFoot      0.01058761355573 Goals\_Total
0.248842297964619 Drabbles\_Successful      0.0144764285972766 Assists\_Corner
-0.685200840055928
```

```
[14]: nb_min = which.min(summary(choix_Allemagne)$bic)
      coef(choix_Allemagne, nb_min)
```

```
(Intercept)      6.3990913593768 Tackles\_TotalTackles      -0.00307838302127169
OffSides\_CaughtOffside      0.019588686984888 Blocks\_ShotsBlocked      -0.100248995583956
Blocks\_PassesBlocked      0.0312030351619673 Goals\_Total      0.254083488003104 Drabbles\_Total
-0.0108021870270855 PossessionLoss\_UnsuccessfulTouches      0.0329907893164837
PassesLength\_InAccSP      -0.00653498957293113 KeyPassesType\_Corner      0.0420783100445682
KeyPassesType\_Freekick      0.0317966473768425
```

```
[15]: nb_min = which.min(summary(choix_Italie)$bic)
      coef(choix_Italie, nb_min)
```

```
(Intercept)      6.1219354788306 Tackles\_TotalAttemptedTackles      -0.00631437235721584
Blocks\_CrossesBlocked      0.0829437516623944 Saves\_OutOfBox      -0.107609112290232
shotsSituations\_Counter      -0.162027230276744 ShotsAccuracy\_OnPost      0.0470456703888898
GoalsSituations\_Normal      0.22052772131892 PossessionLoss\_Dispossessed
0.00214167732977552 PassesLength\_InAccLB      0.00409971082734128 PassesType\_AccCrn
0.0741779917647036 KeyPassesLength\_Total      0.0154845158237651
```



```
[16]: nb_min = which.min(summary(choix_Espagne)$bic)
      coef(choix_Espagne, nb_min)
```

```
(Intercept) 5.30226068030442 Fouls\_Fouls 0.0603328099672517 ShotsZones\_SixYardBox
-0.0494355377391404 ShotsBodyParts\_RightFoot -0.0951975313204938 Goals\_Total
0.646177372605525 GoalsSituations\_Counter 0.311904628461455 Dribbles\_Unsuccessful
-0.0773271313750928 Assists\_Corner 0.162092345825822 PassesType\_AccFrK
0.0438940115077385 KeyPassesType\_Corner 0.445351698903317 KeyPassesType\_Throwin
0.512586963670849
```

```
[17]: nb_min = which.min(summary(choix_Argentine)$bic)
      coef(choix_Argentine, nb_min)
```

```
(Intercept) 5.16725857068163 Interception\_Total 0.0155505147131027
Blocks\_CrossesBlocked 0.118954098176166 ShotsAccuracy\_OnTarget 0.0553495653421166
GoalsSituations\_SetPiece 0.158874580769146 GoalsBodyParts\_LeftFoot 0.238693148373298
Aerial\_Total 0.00628894471029627 Assists\_Total 0.118270593028633 PassesLength\_Total
0.000998176423661522 KeyPassesType\_Cross 0.0280459864635727 KeyPassesType\_Throwin
0.330646866627707
```

```
[18]: nb_min = which.min(summary(choix_Angleterre)$bic)
      coef(choix_Angleterre, nb_min)
```

```
(Intercept) 6.49408039603212 Tackles\_DribbledPast -0.0586785202081505
Tackles\_TotalAttemptedTackles 0.0274205807376198 Fouls\_Fouls -0.0285663008528862
GoalsSituations\_OpenPlay 0.102413063843859 GoalsSituations\_Normal 0.235515646057419
Dribbles\_Total 0.0115469947556096 PossesionLoss\_UnsuccessfulTouches
-0.0103487550216349 Assists\_Cross 0.0600858505639187 PassesType\_AccFrK
-0.016677853678321 KeyPassesLength\_Long 0.036631274846773
```

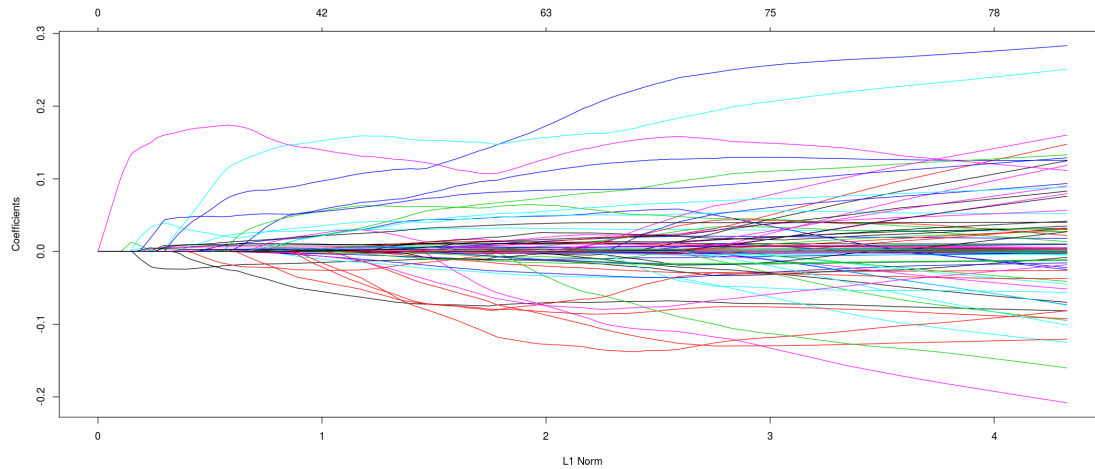
On remarque que c'est seulement en France, Allemagne et Espagne que la variable Goals\_Total est sélectionnée.

## 1 Regression LASSO

alpha=1 is the lasso penalty, and alpha=0 the ridge penalty

```
[19]: m_lasso = glmnet(as.matrix(data), data_tot$Rating, alpha = 1, nlambda = 100)
```

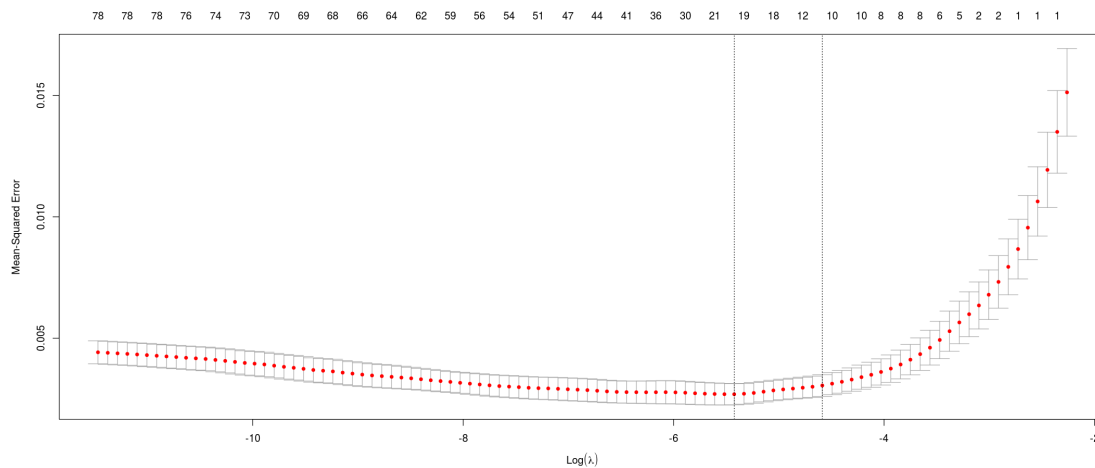
```
[20]: plot(m_lasso)
```



### Cross validation

```
[22]: cv.out <- cv.glmnet(as.matrix(data), data_tot$Rating, alpha = 1)
```

```
[23]: plot(cv.out)
```



```
[24]: bestlam <- cv.out$lambda.min
```

```
[25]: predict(m_lasso, type = "coefficients", s = bestlam)
```

81 x 1 sparse Matrix of class "dgCMatrix"

	1
(Intercept)	6.0663284835
Tackles_TotalTackles	0.0078627329

Tackles_DribbledPast	.
Tackles_TotalAttemptedTackles	.
Interception_Total	0.0002451712
Fouls_Fouled	.
Fouls_Fouls	.
Cards_Yellow	.
Cards_Red	-0.0192991092
OffSides_CaughtOffside	.
Clearances_Total	.
Blocks_ShotsBlocked	.
Blocks_CrossesBlocked	0.0160727193
Blocks_PassesBlocked	0.0030481778
Saves_Total	-0.0213412187
Saves_SixYardBox	-0.0113095109
Saves_PenaltyArea	.
Saves_OutOfBox	.
Shots_Total	.
ShotsZones_OutOfBox	.
ShotsZones_SixYardBox	.
ShotsZones_PenaltyArea	.
ShotsSituations_OpenPlay	.
shotsSituations_Counter	0.0045381507
ShotsSituations_SetPiece	.
ShotsSituations_PenaltyTaken	.
ShotsAccuracy_OffTarget	0.0095423106
ShotsAccuracy_OnPost	.
ShotsAccuracy_OnTarget	.
ShotsAccuracy_Blocked	.
ShotsBodyParts_RightFoot	.
ShotsBodyParts_LeftFoot	.
ShotsBodyParts_Head	.
ShotsBodyParts_Other	.
Goals_Total	.
GoalsZones_SixYardBox	.
GoalsZones_PenaltyArea	0.0245991643
GoalsZones_OutOfBox	.
GoalsSituations_OpenPlay	.
GoalsSituations_Counter	.
GoalsSituations_SetPiece	.
GoalsSituations_PenaltyScored	0.0579291028
GoalsSituations_Own	0.0869207019
GoalsSituations_Normal	0.1717135160
GoalsBodyParts_RightFoot	.
GoalsBodyParts_LeftFoot	.
GoalsBodyParts_Head	.
Dribbles_Unsuccessful	.
Dribbles_Successful	.
Dribbles_Total	0.0062294301

PossesionLoss_UnsuccessfulTouches	.
PossesionLoss_Dispossessed	.
Aerial_Total	.
Aerial_Won	0.0019604181
Aerial_Lost	.
Assists_Cross	.
Assists_Corner	.
Assists_Throughball	.
Assists_Freekick	.
Assists_Other	.
Assists_Total	.
PassesLength_Total	0.0001116956
PassesLength_AccLB	0.0003080580
PassesLength_InAccLB	.
PassesLength_AccSP	.
PassesLength_InAccSP	.
PassesType_AccCr	.
PassesType_InAccCr	.
PassesType_AccCrn	0.0107611979
PassesType_InAccCrn	.
PassesType_AccFrK	.
PassesType_InAccFrK	.
KeyPassesLength_Total	.
KeyPassesLength_Long	.
KeyPassesLength_Short	0.0026221787
KeyPassesType_Cross	.
KeyPassesType_Corner	.
KeyPassesType_Throughball	0.0482067835
KeyPassesType_Freekick	.
KeyPassesType_Throwin	.
KeyPassesType_Other	.

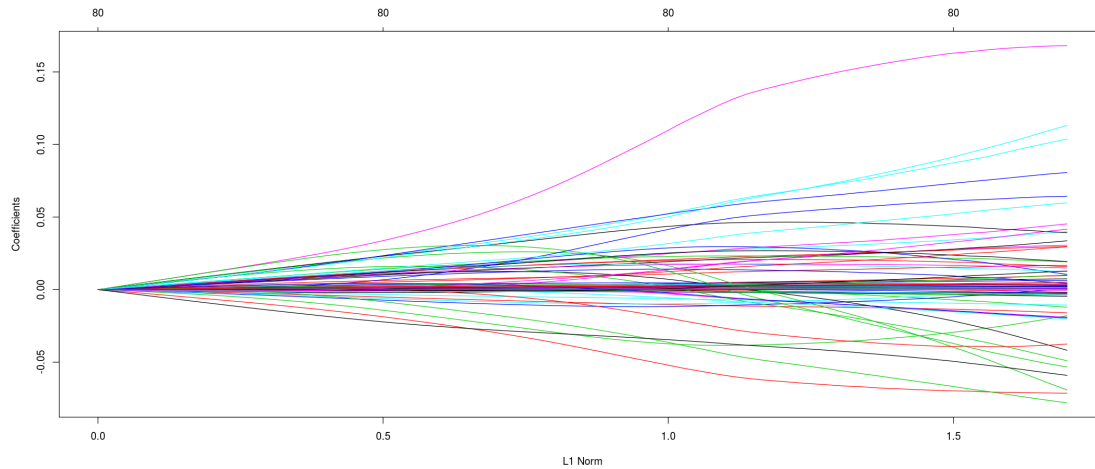
Les variables qu'il semble intéressant de retenir, d'après le modèle de régression Lasso, pour l'ensemble des données, sont :

Tackles\_TotalTackles ; Interception\_Total ; Cards\_Red ; Blocks\_CrossesBlocked ; Blocks\_PassesBlocked ; Saves\_Total ; Saves\_SixYardBox ; shotsSituations\_Counter ; Shot-sAccuracy\_OffTarget ; GoalsZones\_PenaltyArea ; GoalsSituations\_PenaltyScored ; GoalsSituations\_Own ; GoalsSituations\_Normal ; Dribbles\_Total ; PossesionLoss\_UnsuccessfulTouches ; Aerial\_Won ; PassesLength\_Total ; PassesLength\_AccLB ; PassesType\_AccCrn ; KeyPassesLength\_Short ; KeyPassesType\_Throughball

## 1.1 Régression RIDGE

```
[26]: m_ridge = glmnet(as.matrix(data), data_tot$Rating, alpha = 0, nlambdas = 100)
```

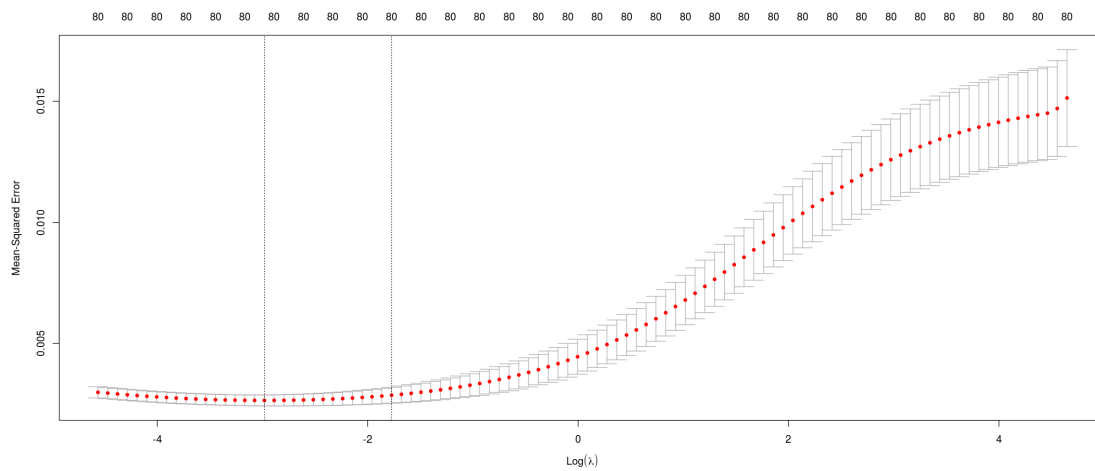
```
[27]: plot(m_ridge)
```



### Cross validation

```
[28]: ridge.out <- cv.glmnet(as.matrix(data), data_tot$Rating, alpha = 0)
```

```
[29]: plot(ridge.out)
```



```
[30]: bestlam_ridge <- ridge.out$lambda.min
```

```
[31]: p = predict(m_ridge, type = "coefficients", s = bestlam_ridge)
```

```
[32]: print(p)
```

81 x 1 sparse Matrix of class "dgCMatrix"

	1
(Intercept)	5.933385e+00

Tackles_TotalTackles	5.029562e-03
Tackles_DribbledPast	-1.050493e-03
Tackles_TotalAttemptedTackles	1.930825e-03
Interception_Total	4.113718e-03
Fouls_Fouled	1.577533e-03
Fouls_Fouls	-2.254448e-03
Cards_Yellow	1.383592e-03
Cards_Red	-6.233630e-02
OffSides_CaughtOffside	-7.043090e-04
Clearances_Total	1.302633e-03
Blocks_ShotsBlocked	-7.378592e-03
Blocks_CrossesBlocked	2.057568e-02
Blocks_PassesBlocked	2.638850e-03
Saves_Total	-1.150756e-02
Saves_SixYardBox	-3.801867e-02
Saves_PenaltyArea	-1.020541e-02
Saves_OutOfBox	-8.376784e-03
Shots_Total	9.779845e-04
ShotsZones_OutOfBox	-1.632885e-03
ShotsZones_SixYardBox	1.275089e-02
ShotsZones_PenaltyArea	2.791921e-03
ShotsSituations_OpenPlay	1.726147e-03
shotsSituations_Counter	2.834539e-02
ShotsSituations_SetPiece	-7.443996e-03
ShotsSituations_PenaltyTaken	-1.412563e-03
ShotsAccuracy_OffTarget	5.380717e-03
ShotsAccuracy_OnPost	-1.023178e-02
ShotsAccuracy_OnTarget	4.390700e-03
ShotsAccuracy_Blocked	-9.128814e-03
ShotsBodyParts_RightFoot	1.041340e-03
ShotsBodyParts_LeftFoot	1.114678e-03
ShotsBodyParts_Head	5.744813e-04
ShotsBodyParts_Other	-4.878783e-02
Goals_Total	1.339259e-02
GoalsZones_SixYardBox	6.535650e-02
GoalsZones_PenaltyArea	2.934959e-02
GoalsZones_OutOfBox	4.638599e-02
GoalsSituations_OpenPlay	2.071820e-02
GoalsSituations_Counter	-1.613327e-03
GoalsSituations_SetPiece	6.073203e-02
GoalsSituations_PenaltyScored	6.462555e-02
GoalsSituations_Own	1.381570e-01
GoalsSituations_Normal	2.226449e-02
GoalsBodyParts_RightFoot	2.316906e-02
GoalsBodyParts_LeftFoot	2.313799e-02
GoalsBodyParts_Head	2.928428e-02
Dribbles_Unsuccessful	3.883473e-03
Dribbles_Successful	3.194385e-03

Dribbles_Total	2.300626e-03
PossesionLoss_UnsuccessfulTouches	2.807157e-03
PossesionLoss_Dispossessed	-2.276545e-03
Aerial_Total	4.737453e-04
Aerial_Won	1.708597e-03
Aerial_Lost	8.702412e-05
Assists_Cross	2.681161e-02
Assists_Corner	-3.031979e-02
Assists_Throughball	-6.927754e-03
Assists_Freekick	5.183321e-02
Assists_Other	1.724586e-02
Assists_Total	1.762455e-02
PassesLength_Total	7.758378e-05
PassesLength_AccLB	9.972125e-04
PassesLength_InAccLB	-6.788826e-05
PassesLength_AccSP	6.728336e-05
PassesLength_InAccSP	4.571695e-04
PassesType_AccCr	9.478577e-04
PassesType_InAccCr	-1.727322e-03
PassesType_AccCrn	1.661938e-02
PassesType_InAccCrn	3.615475e-03
PassesType_AccFrK	8.949087e-06
PassesType_InAccFrK	-1.598352e-03
KeyPassesLength_Total	2.588134e-03
KeyPassesLength_Long	3.320002e-03
KeyPassesLength_Short	2.748708e-03
KeyPassesType_Cross	4.819064e-04
KeyPassesType_Corner	-7.117289e-03
KeyPassesType_Throughball	3.987658e-02
KeyPassesType_Freekick	2.053771e-02
KeyPassesType_Throwin	-3.904237e-02
KeyPassesType_Other	3.006856e-03

Ici c'est beaucoup moins évident de faire de la sélection de variables : les coefficients ne s'annulent pas. Certains sont cependant très petits ( $1e-4$ ).

Si on ne souhaite garder que celles dont le coefficient est au moins de l'ordre de  $10^{-2}$ , on peut citer :

(ancienne version erreur)

Cards\_Red ; OffSides\_CaughtOffside ; Blocks\_ShotsBlocked ; Blocks\_CrossesBlocked ; Saves\_Total ; Saves\_SixYardBox ; ShotsZones\_SixYardBox ; shotsSituations\_Counter ; ShotsSituations\_SetPiece ; ShotsSituations\_PenaltyTaken ; ShotsAccuracy\_OnPost ; ShotsAccuracy\_Blocked ; ShotsBodyParts\_Other ; GoalsZones\_SixYardBox ; GoalsZones\_PenaltyArea ; GoalsZones\_OutOfBox ; GoalsSituations\_OpenPlay ; GoalsSituations\_Counter ; GoalsSituations\_SetPiece ; GoalsSituations\_PenaltyScored ; GoalsSituations\_Own ; GoalsSituations\_Normal ; GoalsBodyParts\_RightFoot ; GoalsBodyParts\_LeftFoot ; GoalsBodyParts\_Head ; Assists\_Cross ; Assists\_Corner ; Assists\_Throughball ; Assists\_Freekick ; Assists\_Other ; Assists\_Total ; PassesType\_AccCrn ; PassesType\_InAccCrn ; KeyPassesLength\_Long ; KeyPassesType\_Corner ; KeyPassesType\_Throughball ; KeyPassesType\_Freekick ; KeyPassesType\_Throwin

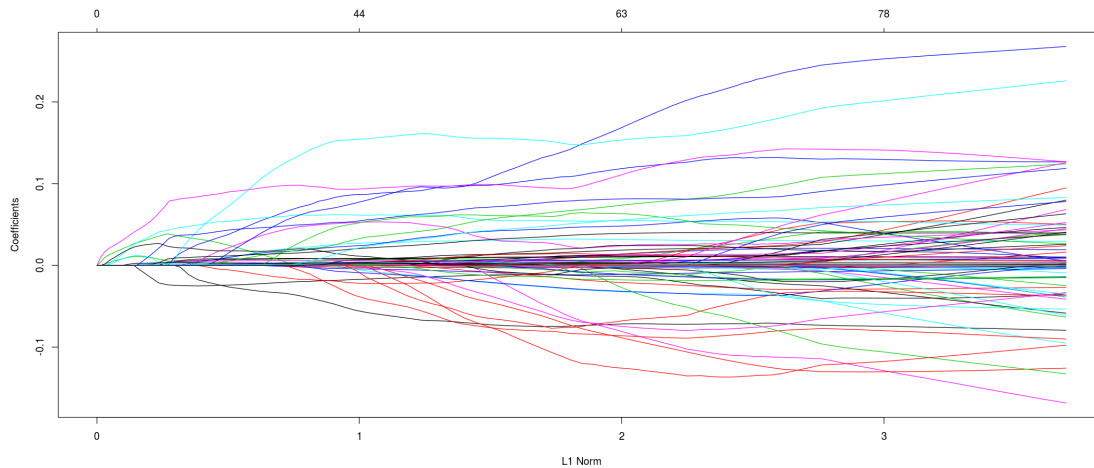
correction :

Cards\_Red ; ShotsBodyParts\_Other ; Saves\_SixYardBox ; KeyPassesType\_Throwin ; Assists\_Corner ; Saves\_Total ; Saves\_PenaltyArea ; ShotsZones\_SixYardBox ; Goals\_Total ; PassesType\_AccCrn ; Assists\_Other ; Assists\_Total ; KeyPassesType\_Freekick ; Blocks\_CrossesBlocked ; GoalsSituations\_OpenPlay ; GoalsSituations\_Normal ; GoalsBodyParts\_RightFoot ; GoalsBodyParts\_LeftFoot ; Assists\_Cross ; shotsSituations\_Counter ; GoalsZones\_PenaltyArea ; GoalsBodyParts\_Head ; KeyPassesType\_Throughball ; GoalsZones\_OutOfBox ; Assists\_Freekick ; GoalsSituations\_SetPiece ; GoalsSituations\_PenaltyScored ; GoalsZones\_SixYardBox ; GoalsSituations\_Own

## 1.2 Régression Elastic Net

```
[33]: m_enet = glmnet(as.matrix(data), data_tot$Rating, alpha = 0.5, nlambda = 100)
```

```
[34]: plot(m_enet)
```



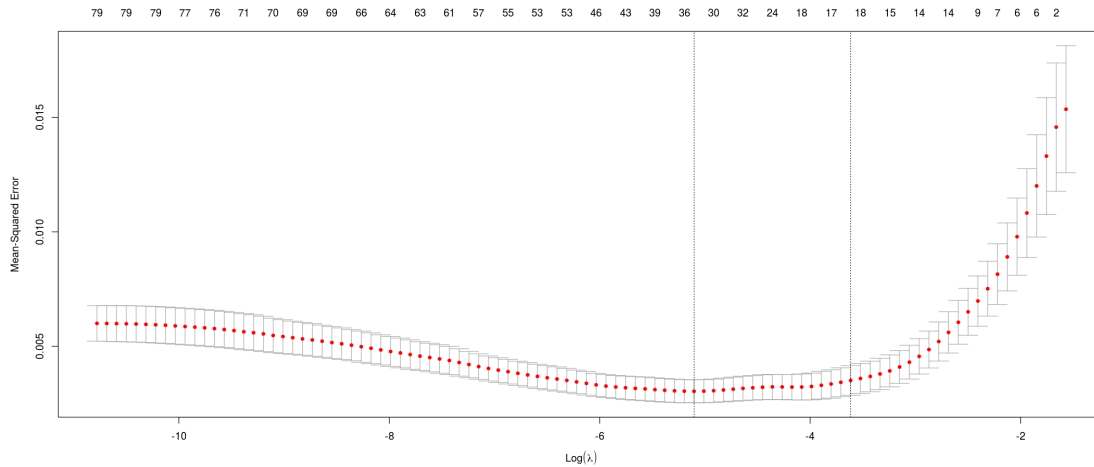
### Cross validation

```
[35]: enet.out <- cv.glmnet(as.matrix(data), data_tot$Rating, alpha = 0.5)
```

```
[36]: bestlam_enet <- enet.out$lambda.min
```

```
[37]: plot(enet.out)
```





```
[38]: predict(m_enet, type = "coefficients", s = bestlam_enet)
```

81 x 1 sparse Matrix of class "dgCMatrix"

	1
(Intercept)	5.960152e+00
Tackles_TotalTackles	7.884472e-03
Tackles_DribbledPast	.
Tackles_TotalAttemptedTackles	.
Interception_Total	3.387571e-03
Fouls_Fouled	.
Fouls_Fouls	-3.226268e-04
Cards_Yellow	.
Cards_Red	-3.414001e-02
OffSides_CaughtOffside	.
Clearances_Total	.
Blocks_ShotsBlocked	-1.336716e-03
Blocks_CrossesBlocked	2.042328e-02
Blocks_PassesBlocked	2.586785e-03
Saves_Total	-2.065990e-02
Saves_SixYardBox	-1.518781e-02
Saves_PenaltyArea	.
Saves_OutOfBox	.
Shots_Total	.
ShotsZones_OutOfBox	.
ShotsZones_SixYardBox	.
ShotsZones_PenaltyArea	.
ShotsSituations_OpenPlay	.
shotsSituations_Counter	1.723389e-02
ShotsSituations_SetPiece	.
ShotsSituations_PenaltyTaken	.
ShotsAccuracy_OffTarget	8.531610e-03

ShotsAccuracy_OnPost	.
ShotsAccuracy_OnTarget	7.341222e-04
ShotsAccuracy_Blocked	.
ShotsBodyParts_RightFoot	.
ShotsBodyParts_LeftFoot	.
ShotsBodyParts_Head	.
ShotsBodyParts_Other	-3.363974e-04
Goals_Total	4.232759e-03
GoalsZones_SixYardBox	6.576370e-02
GoalsZones_PenaltyArea	6.021550e-02
GoalsZones_OutOfBox	4.416339e-02
GoalsSituations_OpenPlay	1.916481e-02
GoalsSituations_Counter	.
GoalsSituations_SetPiece	1.666822e-02
GoalsSituations_PenaltyScored	5.519323e-02
GoalsSituations_Own	1.257398e-01
GoalsSituations_Normal	9.781903e-02
GoalsBodyParts_RightFoot	.
GoalsBodyParts_LeftFoot	.
GoalsBodyParts_Head	.
Dribbles_Unsuccessful	.
Dribbles_Successful	.
Dribbles_Total	5.999990e-03
PossesionLoss_UnsuccessfulTouches	1.624991e-03
PossesionLoss_Dispossessed	-7.128936e-04
Aerial_Total	.
Aerial_Won	2.635428e-03
Aerial_Lost	.
Assists_Cross	.
Assists_Corner	.
Assists_Throughball	.
Assists_Freekick	1.884938e-02
Assists_Other	.
Assists_Total	.
PassesLength_Total	1.662660e-04
PassesLength_AccLB	5.011314e-04
PassesLength_InAccLB	.
PassesLength_AccSP	.
PassesLength_InAccSP	.
PassesType_AccCr	.
PassesType_InAccCr	.
PassesType_AccCrn	1.466273e-02
PassesType_InAccCrn	.
PassesType_AccFrK	.
PassesType_InAccFrK	.
KeyPassesLength_Total	1.150391e-03
KeyPassesLength_Long	.
KeyPassesLength_Short	2.638233e-03

KeyPassesType_Cross	.
KeyPassesType_Corner	.
KeyPassesType_Throughball	4.837109e-02
KeyPassesType_Freekick	.
KeyPassesType_Throwin	.
KeyPassesType_Other	2.021758e-05

[ ]: