

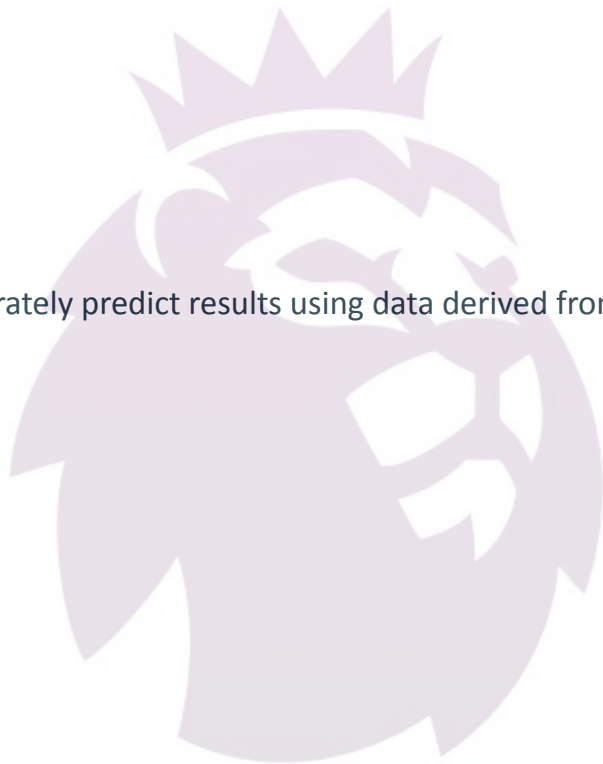


Predicting the Premier League

Elvis Dang & Jake Haggard

Goal

The goal of the project is to accurately predict results using data derived from past seasons of the English Premier League.



Prediction Model Pipeline



- ETLT - Extrating, Loading, and Transforming the data
- Exploring - Exploring characteristics of the data to get a better understanding of it
- Fitting the model - Fitting the data to the models
- Model Evaluation - Evaluating the effectiveness of the model
- Insights - Building insights from the most effective models

ETLT

- The data was extracted from football-data.co.uk
- Transformed variables such as
 - Season Encoding - Added a variable for the four seasons
 - Team Encoding - Given each team a numerical ID
 - Year of Season - Year of the following season
 - Full Time Result Encoding - Variable dedicated in explaining the result of the game

Exploring

Relationship between shots on target from home and results

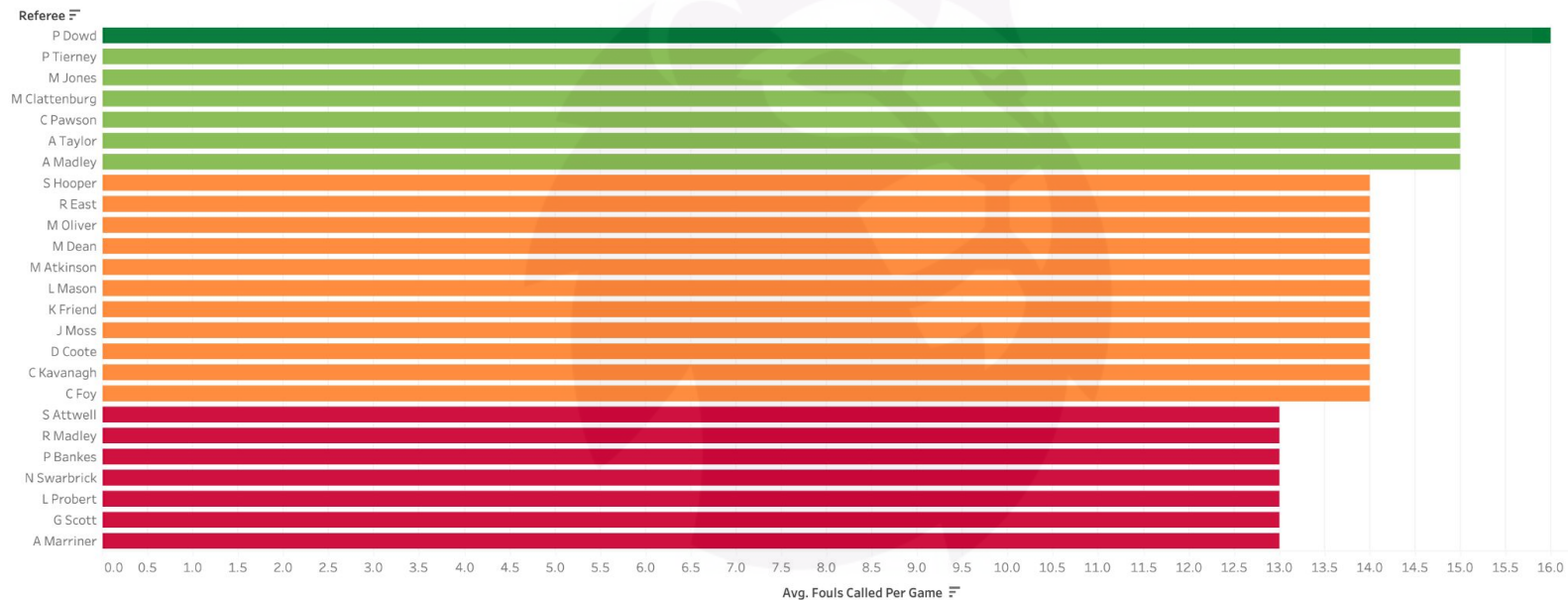


Relationship between shots on target from away side and results



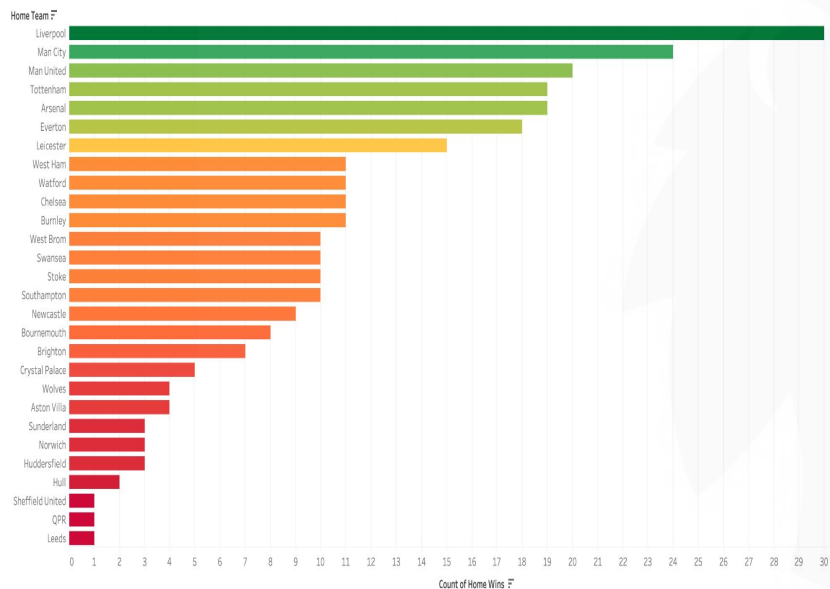
Exploring

Average fouls called by referee (Min of 15 games)

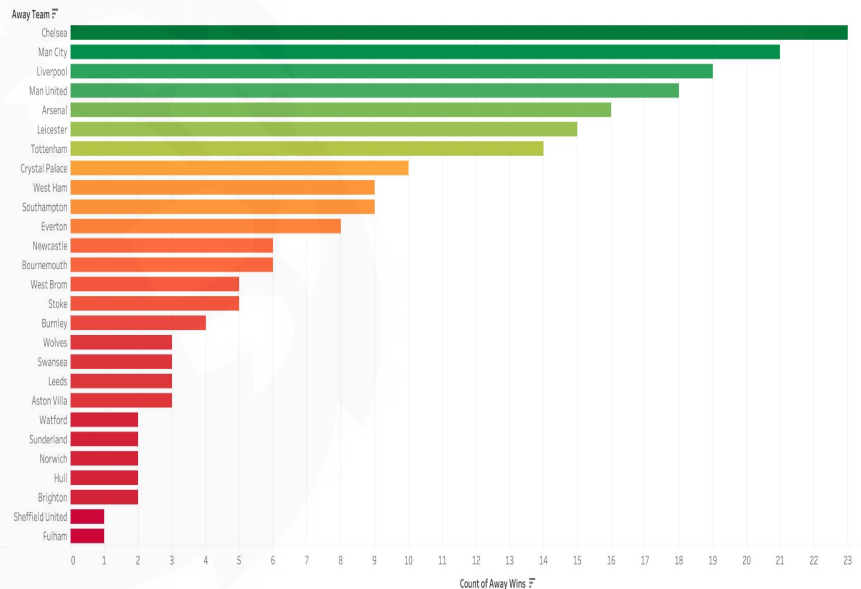


Exploring

Home wins when more freq. foul calling referees officiating



Away wins when more freq. foul calling referees officiating



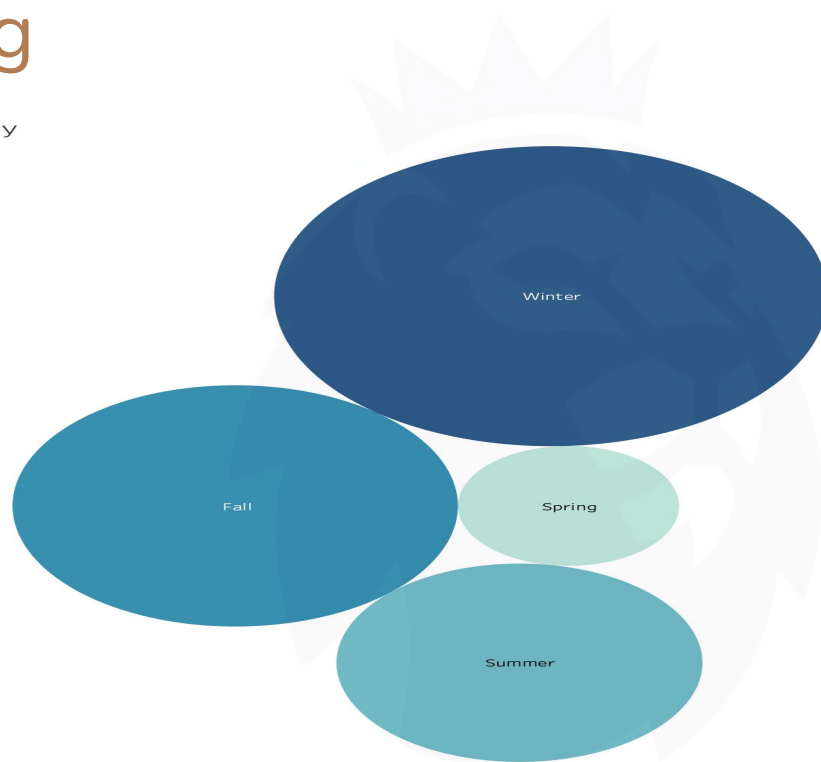
Exploring

Home Team & Seasons



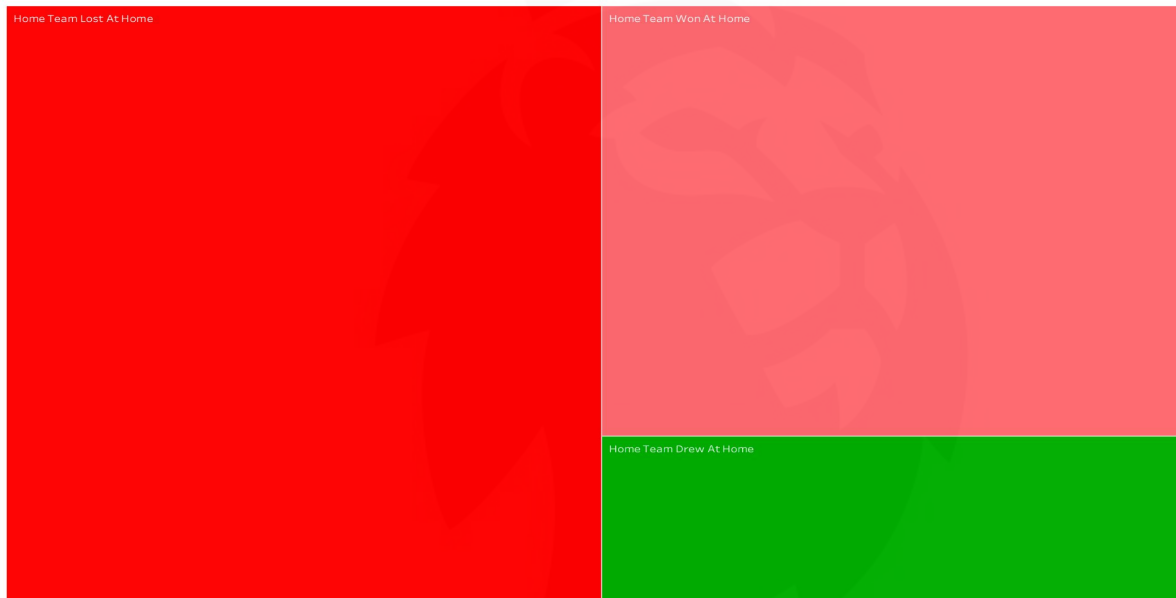
Exploring

Time of Day



Exploring

Home Team Aggression



Fitting Models

Created multiple models that consist of:

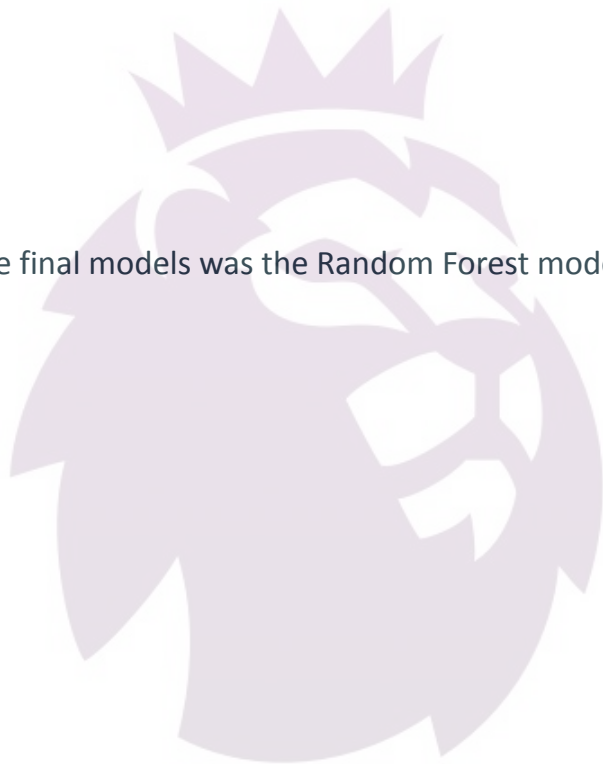
- Logistic Regression
- Decision Tree
- Random Forest
- K Nearest Neighbor
- Neural Network
- Ensemble Method
- SVM
- Etc.



The Model

The best performing model of the final models was the Random Forest model

- N Estimators: 10
- Min Samples Split: 3
- Max Features: 10
- Max Depth: 5

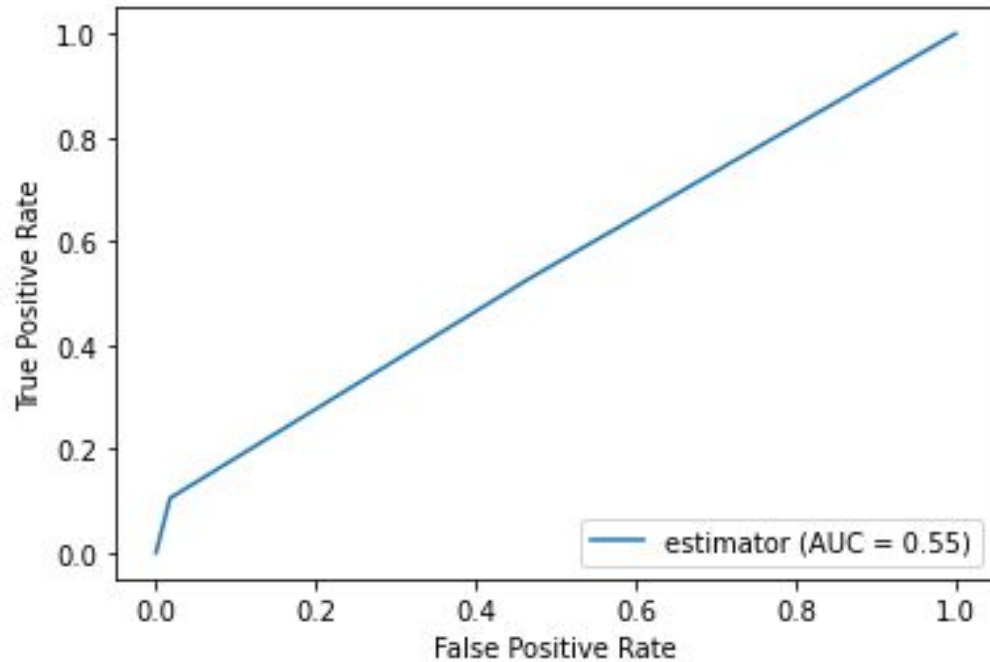


Model Evaluation

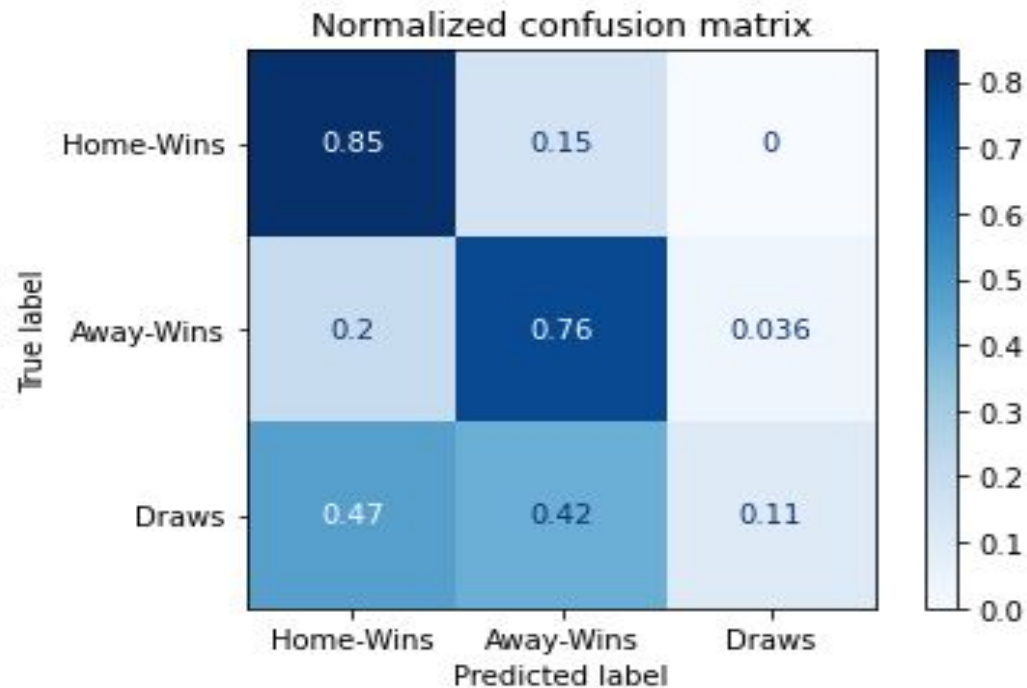
Accuracy Score: 63.15789%

	Precision	Recall	F1-Support	Support
0 (Home Win)	0.63	0.85	0.72	59
1 (Away Win)	0.63	0.76	0.69	55
2 (Draw)	0.67	0.11	0.18	38
Accuracy			0.63	152
Macro Avg.	0.64	0.57	0.53	152
Weighted Avg.	0.64	0.63	0.58	152

Model Evaluation



Model Evaluation



Insights



Insights that were recovered from the analysis explains that through the model it was able to predict home and away wins with an accuracy of 80.5%. An outstanding number only to be dampened by the accuracy of predicting draws. After completing this project, we'd issue the following recommendations:

- Only wins are more reliant than when the model predicts draws.
- Further research need to be done to introduce more variables to help the accuracy of the model predictions.
 - Eg: Managers, Formation, Team's Form, etc.

Use Case

- We designed this model to allow people use team's averages to predict future games results.

```
1 test_game_averages = np.array([
2     2, # 2 bc it took place in Spring
3     0, # 0 bc kickoff was at 12:32 (rounds to 12:30)
4     5, # Chelsea: 5 in the Team encoding
5     14, # Man City: 14 in the Team encoding
6     23, # Mike Dean was the referee
7     14, # got from our data
8     14, # Chelsea Shots per game avg
9     15, # Man City Shots per game avg
10    5, # Chelsea Shots on target per game avg
11    5, # Man City Shots on target per game avg
12    6, # Chelsea Fouls per game avg
13    5, # Man City Fouls per game avg
14    20, # Chelsea Crosses per game avg
15    16, # Man City Crosses per game avg
16    1, # Chelsea Yellow Cards per game avg
17    1, # Man City Yellow Cards per game avg
18    0, # Chelsea Red Cards per game avg
19    0, # Man City Red Cards per game avg
20 ]).reshape(1, -1)
21
22 result = forest_clf.predict(test_game_averages)
23 print(result)
24
25 if result[0] == 0:
26     print("Correct!",end=' ')
27 else:
28     print("Incorrect!",end=' ')
29
30 print("Chelsea, the Home Team, won.")
```

[0]

Correct! Chelsea, the Home Team, won.