

Figure A: Probability of Goal for One-on-One shots

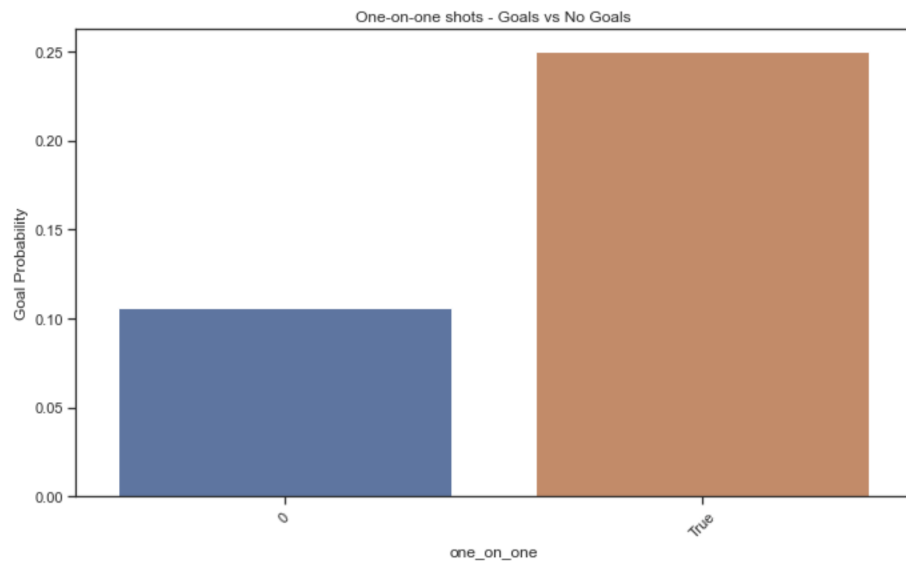


Figure B: Probability of Goal for Deflected shots

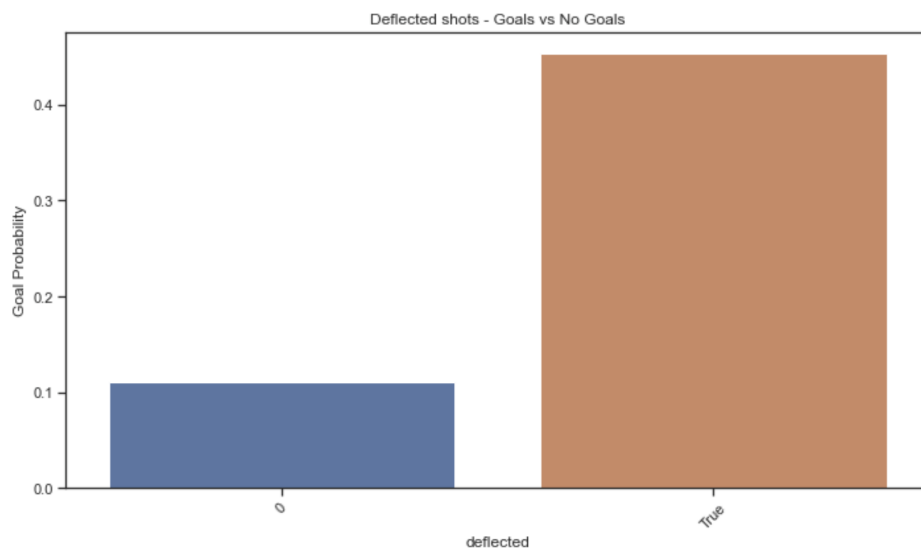


Figure C: Probability of Goal for Open Goals

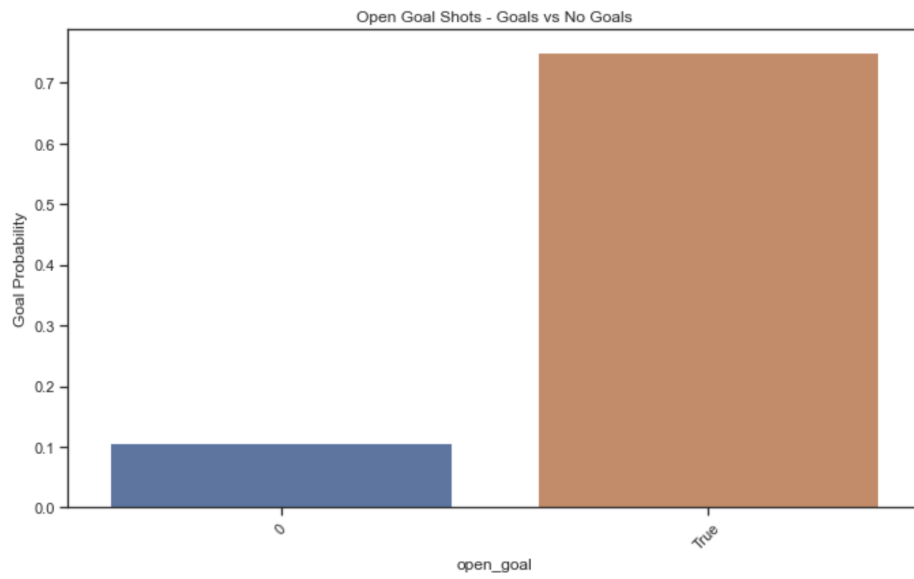


Figure D: Probability of Goal for Redirected Shots

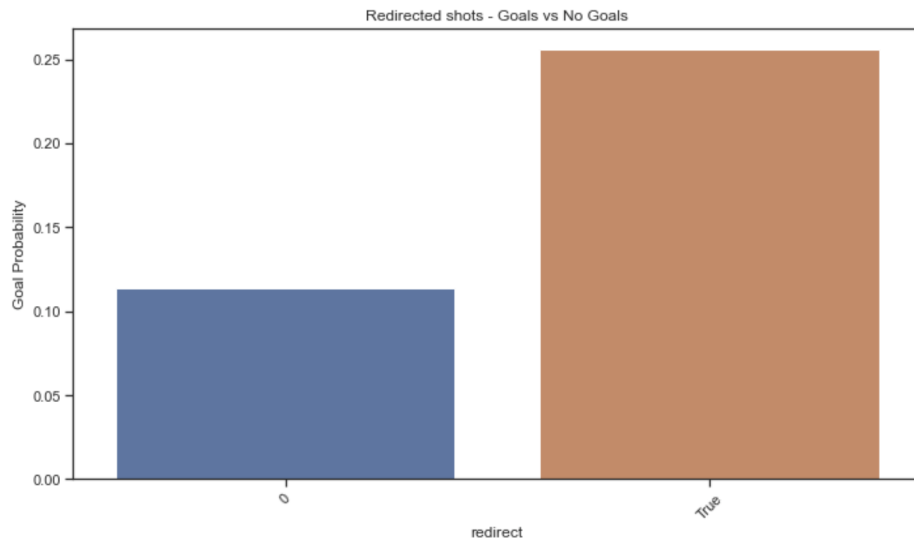


Figure E: Probability of Goal following Dribble

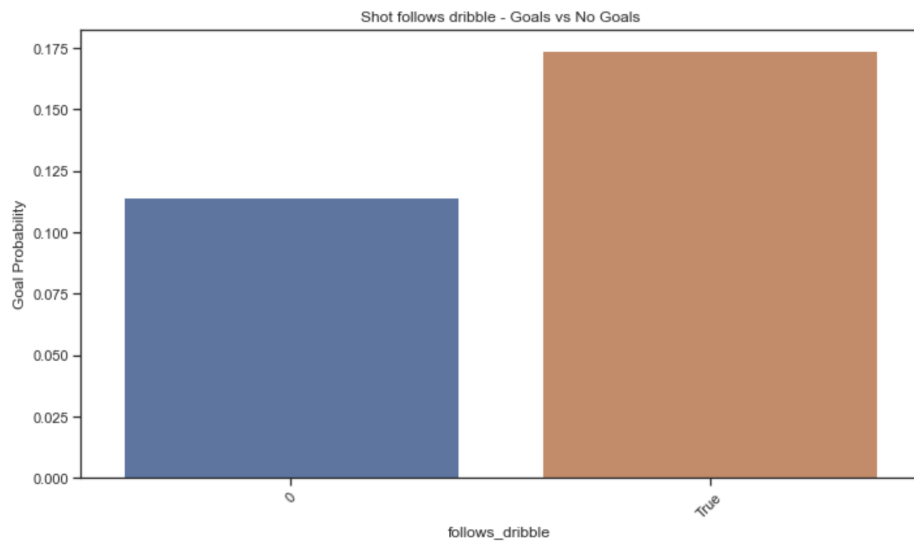


Figure F: Probability of Goal for First-time Shots

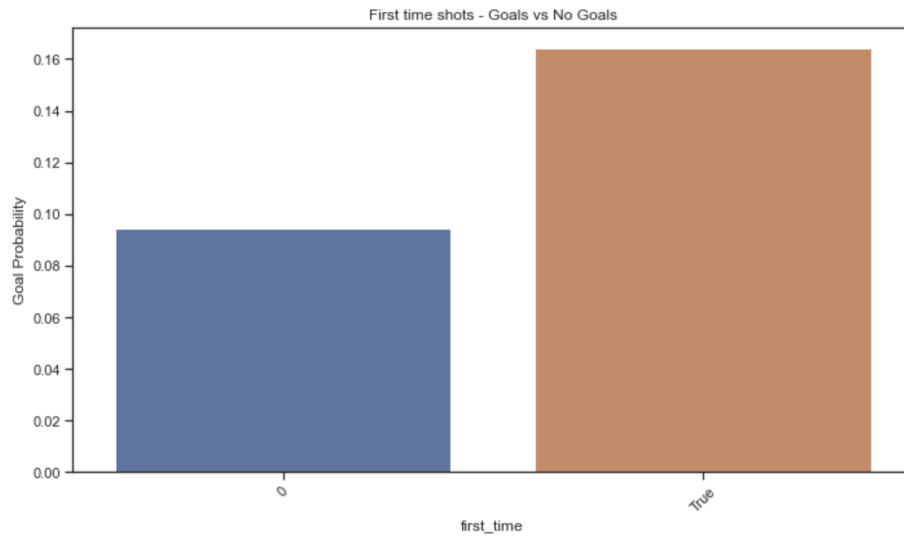


Figure G: Probability of Goal for Under Pressure Shots

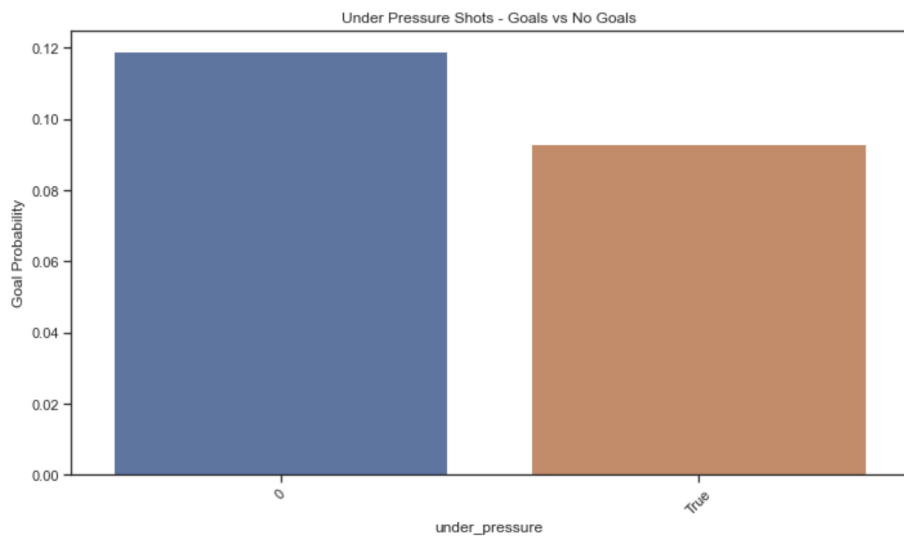


Figure H: Shot angle vs Goal instances

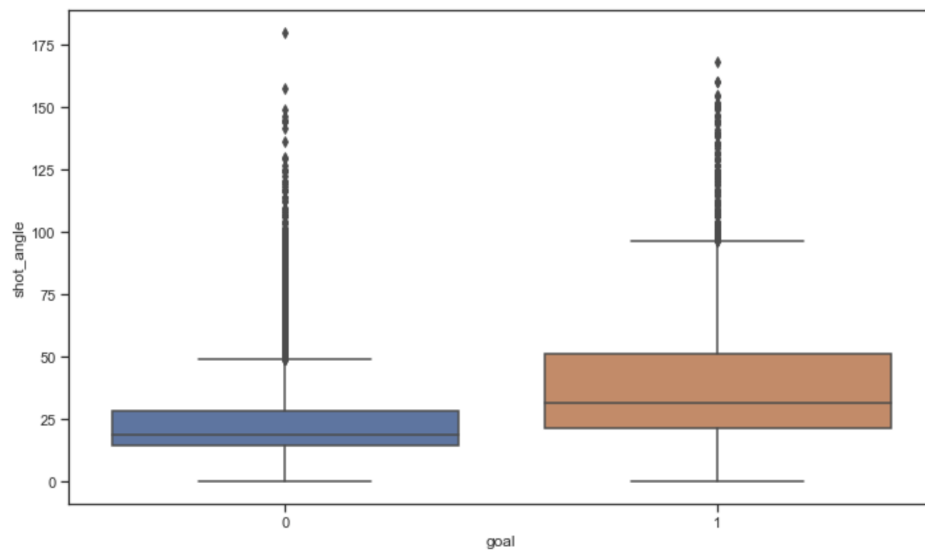


Figure I: Distance vs Goal instances

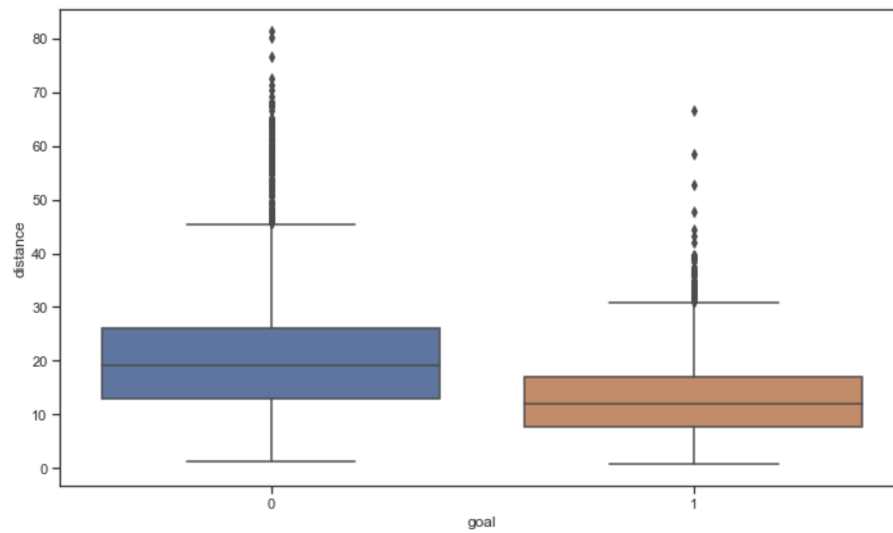


Figure J: Likelihood of Goal for Shot angle vs Technique

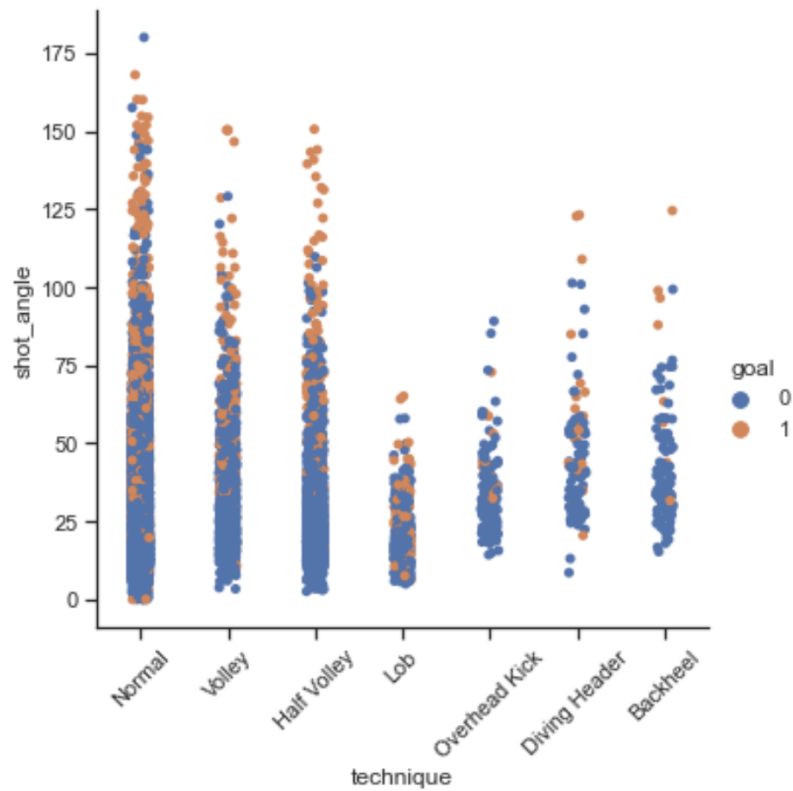


Figure K: Likelihood of Goal for Distance vs Technique

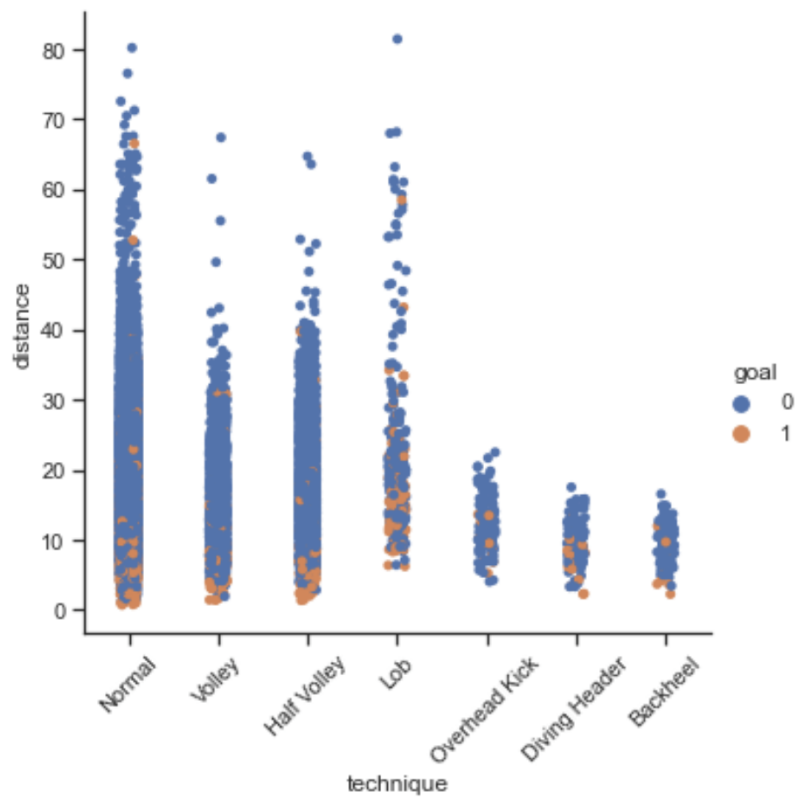


Figure L: Likelihood of Goal for Shot angle vs Play_pattern

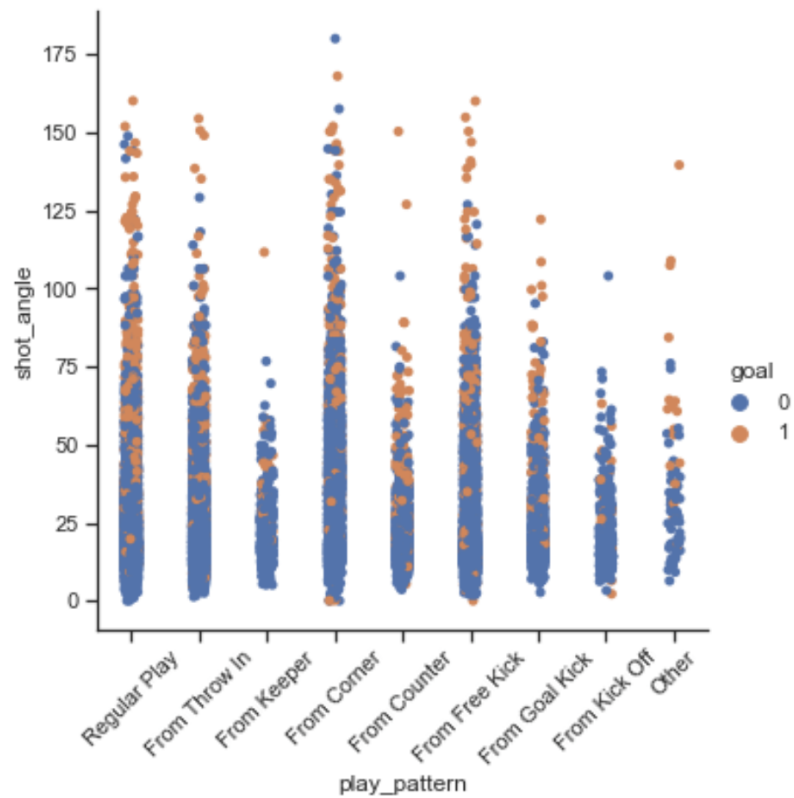


Figure M: Likelihood of Goal for Distance vs Play_pattern

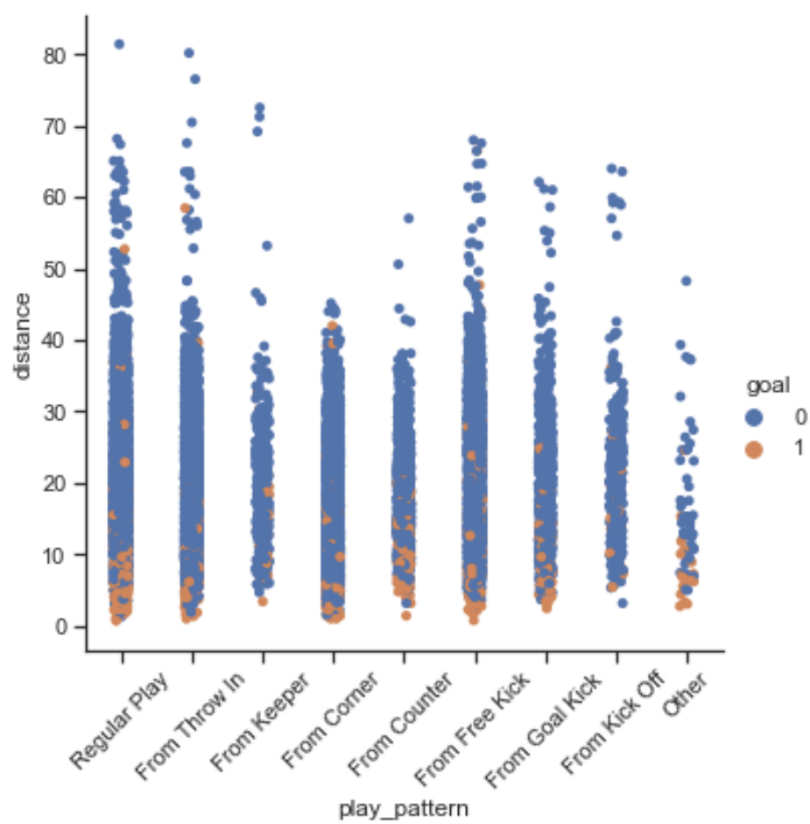


Figure N: Likelihood of Goal for Distance vs body_part

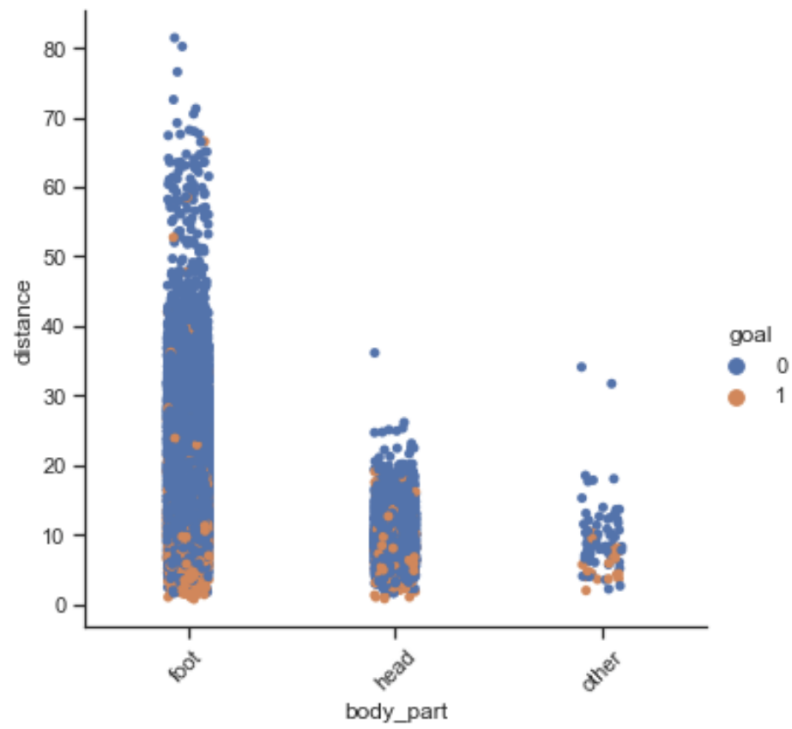


Figure O: Likelihood of Goal for Shot angle vs body_part

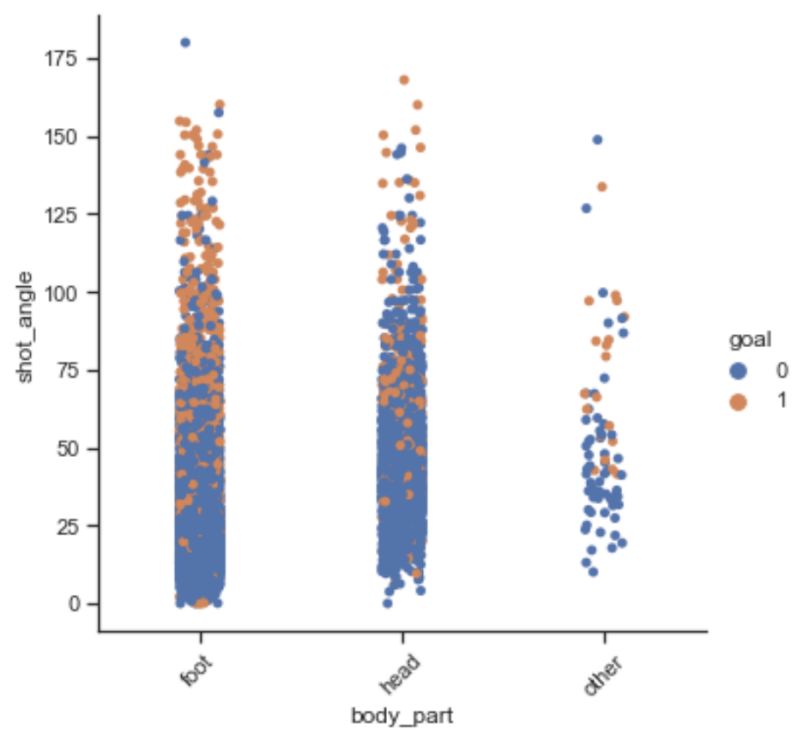


Figure P: LDA Confusion Matrix

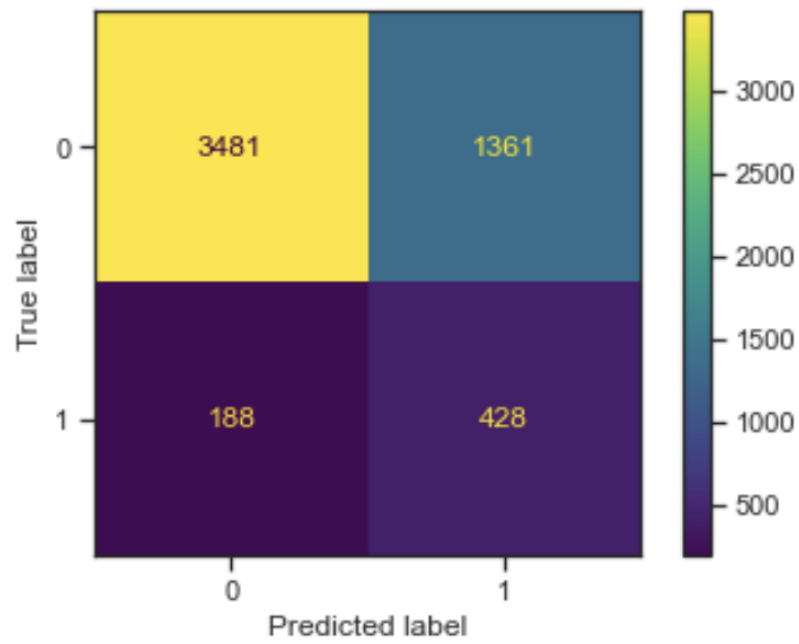


Figure Q: k-NN Confusion Matrix

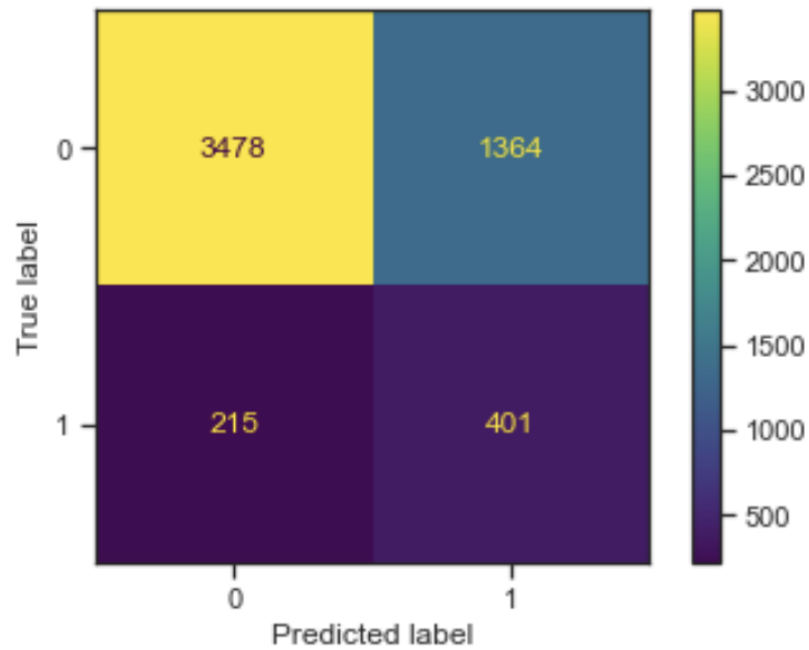


Figure R: Bagging (Decision Tree) Confusion Matrix

