* Predictions for who wins various trophies, Hiesman etc. (College, NFL)
* Hardest Schedule (College, NFL)
* Best unranked (College)
* Best of each stat category (College, NFL)
* Best division (College, NFL)
* Who will win championship (College, NFL)
* Playoff predictions (College, NFL)

Random forest alg

gradient boosted decision tree (GBDT)

Probability algorithms used to predict the winner of a college football game typically rely on statistical analysis of past performance, including team strengths and weaknesses, along with factors like home field advantage, recent form, and opponent quality, often utilizing methods like Elo ratings, regression models (logistic regression), and Bayesian inference to calculate the probability of a team winning a specific game.

Key components of these algorithms:

* Team Strength Metrics:
  + Elo Rating: A numerical value representing a team's relative strength based on their win-loss record and the quality of their opponents.
  + Offensive and Defensive Efficiency: Statistical measures like points per game, yards per play, and other offensive/defensive metrics calculated from past games.
  + Advanced Analytics: Metrics like adjusted yards per play, success rate, and turnover margin can provide a more nuanced picture of team performance.
* Game-Specific Factors:
  + Home Field Advantage: Adjusting the probability based on whether the game is played at the home team's stadium.
  + Recent Form: Analyzing a team's performance in recent games to assess current momentum.
  + Matchup Analysis: Considering specific strengths and weaknesses of each team relative to the other.

Algorithmic Approaches:

* Logistic Regression:

A statistical model that predicts the probability of a binary outcome (like a team winning) based on multiple input variables (team strengths, matchup factors).

* Bayesian Inference:

A statistical method that incorporates prior knowledge about team strengths and updates probabilities based on new information from each game.

* Expected Points Model (EPM):

A complex algorithm that calculates the expected points a team is likely to score in a given situation based on down, distance, field position, and other factors, which can be used to predict the outcome of a game.