NFL 2002-2021 Score Differential

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Add in data and print summary

This data set was generated by Reddit user **gigantoir** https://www.reddit.com/r/NFLstatheads/comments/q73yd0/nfl_scores_20172020/ I added the 2021 data that was scrapped from https://www.footballdb.com/games/index.html and 2002-2016 data from Reddit user **yuxbni76** https://www.reddit.com/user/yuxbni76

Scores <- read.csv("nfl_dataset_2002-2019week6.csv", header=TRUE, sep= ",", stringsAsFactors=FALSE)
Scores\$Home_win <- factor(Scores\$score_home > Scores\$score_away, labels=c("Home_loss", "Home_win"))
summary(Scores)

```
##
        date
                            away
                                                home
                                                                first_downs_away
                                                                       : 3.00
                                            Length:4631
##
    Length:4631
                        Length: 4631
                                                                Min.
##
    Class : character
                        Class : character
                                            Class : character
                                                                1st Qu.:15.00
    Mode :character
                        Mode :character
                                            Mode :character
                                                                Median :19.00
##
##
                                                                Mean
                                                                       :18.78
##
                                                                3rd Qu.:22.00
##
                                                                Max.
                                                                       :37.00
##
    first_downs_home third_downs_away
                                          third_downs_home
                                                              fourth_downs_away
    Min.
           : 3.00
                      Length: 4631
                                          Length: 4631
                                                              Length: 4631
##
    1st Qu.:16.00
                      Class : character
                                          Class : character
                                                              Class :character
##
   Median :20.00
                      Mode :character
                                          Mode :character
                                                              Mode :character
##
   Mean
           :19.78
##
    3rd Qu.:23.00
##
   Max.
           :40.00
    fourth_downs_home
                        passing_yards_away passing_yards_home rushing_yards_away
                               : -7.0
##
    Length:4631
                        Min.
                                            Min.
                                                  : 6.0
                                                                Min.
                                                                       :-18.0
                        1st Qu.:164.0
                                            1st Qu.:172.0
                                                                1st Qu.: 73.0
##
    Class : character
##
    Mode :character
                        Median :217.0
                                            Median :221.0
                                                                Median :103.0
##
                        Mean
                               :219.9
                                            Mean
                                                   :226.6
                                                                Mean
                                                                       :109.7
##
                        3rd Qu.:273.0
                                            3rd Qu.:276.0
                                                                3rd Qu.:139.0
##
                        Max.
                               :516.0
                                            Max.
                                                   :522.0
                                                                Max.
                                                                       :351.0
    rushing_yards_home total_yards_away total_yards_home comp_att_away
          : -3.0
##
    Min.
                        Min.
                               : 26.0
                                          Min.
                                                : 77.0
                                                            Length: 4631
    1st Qu.: 81.0
                        1st Qu.:270.0
                                          1st Qu.:286.0
                                                            Class : character
##
    Median :112.0
                        Median :329.0
                                         Median :343.0
                                                            Mode :character
    Mean
           :117.8
                        Mean
                               :329.6
                                          Mean
                                                 :344.4
##
    3rd Qu.:148.0
                        3rd Qu.:389.0
                                          3rd Qu.:400.0
           :378.0
                        Max.
                               :643.0
##
    Max.
                                          Max.
                                                 :653.0
##
    comp_att_home
                                             sacks home
                                                                rushing_attempts_away
                         sacks_away
   Length:4631
                        Length: 4631
                                            Length: 4631
                                                                Min.
                                                                      : 6.00
    Class : character
                        Class : character
                                            Class : character
                                                                1st Qu.:21.00
##
##
    Mode :character
                        Mode : character
                                            Mode :character
                                                                Median :26.00
##
                                                                Mean
                                                                       :26.59
##
                                                                3rd Qu.:32.00
                                                                       :57.00
##
                                                                Max.
```

```
rushing_attempts_home fumbles_away
                                               fumbles home
                                                                  int_away
##
           : 6.00
                                   :0.0000
                                                     :0.000
                                                               Min.
                                                                      :0.0000
    Min.
                           Min.
                                             Min.
                           1st Qu.:0.0000
##
    1st Qu.:22.00
                                              1st Qu.:0.000
                                                               1st Qu.:0.0000
                           Median :0.0000
##
    Median :28.00
                                             Median :0.000
                                                               Median :1.0000
##
    Mean
           :27.83
                           Mean
                                   :0.6597
                                             Mean
                                                     :0.653
                                                               Mean
                                                                      :0.9836
##
    3rd Qu.:33.00
                           3rd Qu.:1.0000
                                              3rd Qu.:1.000
                                                               3rd Qu.:2.0000
    Max.
                                                     :4.000
##
           :60.00
                           Max.
                                   :5.0000
                                             Max.
                                                               Max.
                                                                      :6.0000
##
       int home
                     turnovers_away
                                      turnovers_home
                                                       penalties away
##
    Min.
           :0.000
                     Min.
                             :0.000
                                      Min.
                                              :0.000
                                                       Length: 4631
##
    1st Qu.:0.000
                     1st Qu.:1.000
                                      1st Qu.:1.000
                                                       Class : character
##
    Median :1.000
                     Median :1.000
                                      Median :1.000
                                                       Mode
                                                              :character
    Mean
           :0.916
                             :1.643
                                              :1.569
##
                     Mean
                                      Mean
##
    3rd Qu.:1.000
                     3rd Qu.:2.000
                                      3rd Qu.:2.000
                                              :7.000
##
    Max.
           :6.000
                     Max.
                             :8.000
                                      Max.
##
    penalties_home
                                             redzone_home
                        redzone_away
                                                                  drives_away
##
    Length: 4631
                        Length: 4631
                                             Length: 4631
                                                                 Min.
                                                                        : 0.00
##
    Class :character
                        Class : character
                                             Class : character
                                                                 1st Qu.:11.00
##
    Mode :character
                        Mode :character
                                             Mode
                                                  :character
                                                                 Median :12.00
##
                                                                        :12.48
                                                                 Mean
##
                                                                 3rd Qu.:14.00
                                                                        :26.00
##
                                                                 Max.
##
     drives home
                    def_st_td_away
                                      def_st_td_home
                                                        possession_away
           : 0.0
                                                        Length:4631
##
    Min.
                    Min.
                           :0.0000
                                      Min.
                                              :0.0000
                                      1st Qu.:0.0000
                    1st Qu.:0.0000
                                                        Class : character
##
    1st Qu.:11.0
                    Median :0.0000
                                      Median :0.0000
                                                        Mode :character
##
    Median:12.0
##
    Mean
           :12.4
                    Mean
                           :0.3468
                                      Mean
                                              :0.3701
##
    3rd Qu.:14.0
                    3rd Qu.:0.0000
                                      3rd Qu.:0.0000
                           :6.0000
##
    Max.
           :25.0
                    Max.
                                              :6.0000
##
    possession_home
                                                               Home_win
                          score_away
                                           score_home
                                : 0.00
##
    Length: 4631
                                                 : 0.0
                                                         Home_loss:1987
                        Min.
                                         Min.
##
    Class : character
                        1st Qu.:14.00
                                         1st Qu.:16.0
                                                         Home_win :2644
##
    Mode :character
                        Median :20.00
                                         Median:23.0
##
                        Mean
                                :20.82
                                         Mean
                                                 :23.3
##
                        3rd Qu.:27.00
                                         3rd Qu.:30.0
##
                        Max.
                                :59.00
                                         Max.
                                                 :62.0
```

Team colors

Team colors were extracted from https://teamcolorcodes.com, I took the first primary color for each team and created a list that will be for later use. For the Browns and Titans I took the secondary color as it seemed more *appropriate*.

```
"MIA"="#008E97",
"PHI"="#004C54",
"ATL"="#A71930",
"NYG"="#0B2265",
"JAX"="#006778".
"NYJ"="#125740",
"DET"="#0076B6",
"GB"="#203731",
"CAR"="#0085CA",
"NE"="#002244",
"LV"="#000000",
"LA"="#003594",
"BAL"="#241773",
"WAS"="#773141",
"NO"="#D3BC8D",
"SEA"="#002244",
"PIT"="#FFB612",
"HOU"="#03202F",
"TEN"="#4B92DB",
"MIN"="#4F2683")
```

Machine learning

```
# Function to plot confusion matrix using ggtile plot from a confussion matrix object
# By user: Enrique Perez Herrero
\# on https://stackoverflow.com/questions/46063234/how-to-produce-a-confusion-matrix-and-find-the-miscla <math>\# on https://stackoverflow.com/questions/46063234/how-to-produce-a-confusion-matrix-and-find-the-miscla <math>\# on https://stackoverflow.com/questions/46063234/how-to-produce-a-confusion-matrix-and-find-the-miscla <math>\# on https://stackoverflow.com/questions/46063234/how-to-produce-a-confusion-matrix-and-find-the-miscla <math>\# of \# of 
ggplotConfusionMatrix <- function(m){</pre>
     mytitle <- paste("Accuracy", percent_format()(m$overall[1]),</pre>
                                                "Kappa", percent_format()(m$overall[2]))
     d <- as.data.frame.matrix(m$table)</pre>
     drn <- colnames(d)</pre>
     drr <- rownames(d)</pre>
     drs <- rowSums(d)</pre>
     d <- d %>% mutate_if(is.numeric, funs(./drs))
     d <- d %>% gather(x, value)
     Y <- cbind(as.data.frame(m$table), Proportion = d$value)
     Y$Reference <- fct_rev(Y$Reference) # Added this line to get a downward diagonal
          ggplot(data = Y, aes(x = Reference, y = Prediction, fill= Proportion)) +
          geom_tile( colour = "white") +
          scale_fill_gradient(low = "white", high = "#14A02E", na.value = "white", limits=c(0,1)) +
          ggtitle(mytitle) +
          theme(legend.position = "right", axis.text.x = element_text(angle = 60, hjust = 1)) +
          guides(fill = guide_colorbar(frame.colour = "black", ticks = FALSE))
     return(p)
}
MachineLearning_RF_ranger <- function(DF, GROUPING, TREES) {</pre>
     # 80:20 data split
     train_index <- as.data.frame(DF %% sample_n(round(length(Scores$date) * 0.8)))</pre>
```

```
train_index <- match(rownames(train_index), rownames(DF))</pre>
  train_x <- as.data.frame(DF[train_index, ])</pre>
  test_y <- as.data.frame(DF[-train_index, ])</pre>
  # Train set, 3705
  train_x$Date <- rownames(train_x)</pre>
  Training_meta.df <- train_x # this might fail here</pre>
  train_x <- subset(Training_meta.df, select = -c(Home_win, score_home, score_away))</pre>
  rownames(train_x) <- train_x$Sample</pre>
  train_x <- subset(train_x, select = -c(Date))</pre>
  Training_meta.df <- subset(Training_meta.df, select = c(Home_win, score_home, score_away))</pre>
  rownames(Training_meta.df) <- Training_meta.df$Date</pre>
  # Test set, 926 samples
  test_y$Date <- rownames(test_y)</pre>
  Testing_meta.df <- test_y</pre>
  test_y <- subset(Testing_meta.df, select = -c(Home_win, score_home, score_away))</pre>
  rownames(test_y) <- test_y$Sample</pre>
  test_y <- subset(test_y, select = -c(Date))</pre>
  Testing_meta.df <- subset(Testing_meta.df, select = c(Home_win, score_home, score_away))</pre>
  rownames(Testing_meta.df) <- Testing_meta.df$Date</pre>
  # Training model
  \label{eq:continuity} Training\_grid <- expand.grid(.mtry = seq(10, length(train_x), round(length(train_x)*0.1)), .splitrule(.mtry = seq(10, length(train_x), round(length(train_x)*0.1)), .splitrule(.mtry = seq(10, length(train_x), round(length(train_x))), .splitrule(.mtry = seq(10, length(train_x), round(length(train_x))), .splitrule(.mtry = seq(10, length(train_x), round(length(train_x)))), .splitrule(.mtry = seq(10, length(train_x), round(length(train_x)))), .splitrule(.mtry = seq(10, length(train_x)))), .splitrule(.mtry = seq(10, length(train_x)))), .splitrule(.mtry = seq(10, length(train_x)))))
                                          .min.node.size = c(1, 5, 10))
  train_control <- trainControl(method="cv", number=10)</pre>
  RF_CM <- list()</pre>
  RF_CM[["RF_model"]] <- train(x = train_x, y = Training_meta.df[[GROUPING]], method = "ranger", import</pre>
                                         tuneGrid = Training_grid, trControl = train_control, num.trees = TREES)
  RF_prediction_3 <- predict(RF_CM[["RF_model"]], test_y)</pre>
  RF_CM[["CMatrix"]] <- confusionMatrix(RF_prediction_3, as.factor(Testing_meta.df[[GROUPING]]), mode =</pre>
  RF_CM[["CMatrixPLOT"]] <- ggplotConfusionMatrix(RF_CM[["CMatrix"]])</pre>
  RF_CM[["VarImporance"]] <- varImp(RF_CM[["RF_model"]])</pre>
  return(RF_CM)
}
Home_win_pred <- MachineLearning_RF_ranger(Scores, "Home_win", 500)</pre>
## Warning: `funs()` was deprecated in dplyr 0.8.0.
## Please use a list of either functions or lambdas:
##
##
      # Simple named list:
##
      list(mean = mean, median = median)
##
##
      # Auto named with `tibble::lst()`:
##
      tibble::lst(mean, median)
##
##
      # Using lambdas
      list(~ mean(., trim = .2), ~ median(., na.rm = TRUE))
```

```
## This warning is displayed once every 8 hours.
## Call `lifecycle::last_lifecycle_warnings()` to see where this warning was generated.
```

Machine learning results

```
# It seems the model is really keying in on the number of running attempts
# My best guess is when teams are ahead they run the ball to kill the clock
# maybe this causes inflated run attempt totals
varImp(Home_win_pred$RF_model)
## ranger variable importance
##
     only 20 most important variables shown (out of 37)
##
##
                         Overall
## rushing_attempts_away 100.000
## rushing_attempts_home 80.130
## turnovers_away
                         35.026
## turnovers_home
                         29.666
## total_yards_away
                         19.880
## possession_away
                         19.809
## possession_home
                         16.771
## int_home
                         16.311
## fourth_downs_away
                        15.898
## redzone away
                         13.088
## fourth_downs_home
                        12.290
## total_yards_home
                         11.578
## rushing_yards_away
                          11.483
## sacks_away
                         11.029
## sacks_home
                          10.818
## rushing_yards_home
                          9.883
```

plot(Home_win_pred[["VarImporance"]])

9.484

8.944

8.857

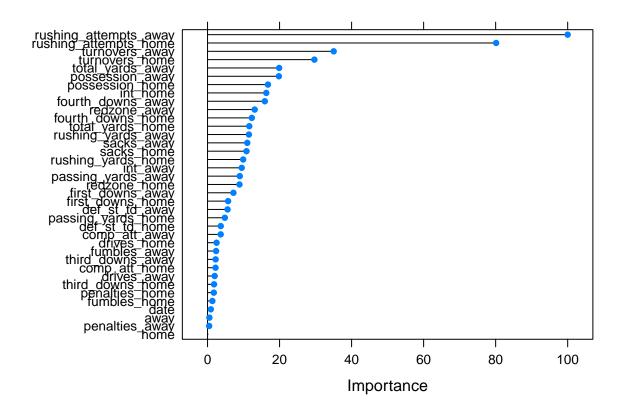
7.186

int_away

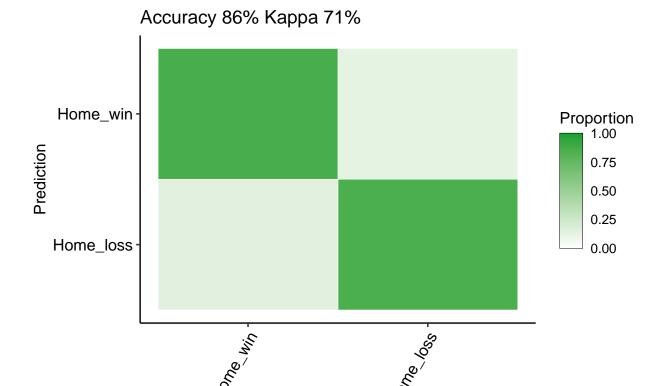
redzone_home

passing_yards_away

first_downs_away



Thankfully the model is fairly accurate. # 86% overall accuracy and 0.8376 F1 Home_win_pred\$CMatrixPLOT



Reference

```
# Testing out some new plot types
Win loss palette <- c( "#E74C3C", "#2ECC71")
# ggdist passing and rushing yards
a <- ggplot(Scores,aes(x=rushing_yards_home, y = Home_win, fill=Home_win)) + ggdist::stat_dotsinterval(
b <- ggplot(Scores,aes(x=passing_yards_home, y = Home_win, fill=Home_win)) + ggdist::stat_dotsinterval(
c <- ggplot(Scores,aes(x=rushing_yards_away, y = Home_win, fill=Home_win)) + ggdist::stat_dotsinterval(
d <- ggplot(Scores,aes(x=passing_yards_away, y = Home_win, fill=Home_win)) + ggdist::stat_dotsinterval(</pre>
e <- ggarrange(a,b,c,d, nrow = 2, ncol = 2, common.legend = TRUE, align = 'hv', legend = 'right')
## Warning: Removed 1 rows containing missing values (stat_slabinterval).
## Removed 1 rows containing missing values (stat_slabinterval).
## Removed 1 rows containing missing values (stat_slabinterval).
## Warning: Removed 3 rows containing missing values (stat_slabinterval).
ggsave("Rushing-passing_yards_vs_wins.png", e, height = 12, width = 12)
# Density plots
a <- ggplot(Scores,aes(x=rushing_yards_home, fill=Home_win)) + geom_density(alpha=0.25) + scale_fill_ma
b <- ggplot(Scores,aes(x=passing_yards_home, fill=Home_win)) + geom_density(alpha=0.25) + scale_fill_ma
c <- ggplot(Scores,aes(x=rushing_yards_away, fill=Home_win)) + geom_density(alpha=0.25) + scale_fill_ma
d <- ggplot(Scores,aes(x=passing_yards_away, fill=Home_win)) + geom_density(alpha=0.25) + scale_fill_ma
e <- ggarrange(a,b,c,d, common.legend = TRUE, align = 'hv', legend = 'right')
```

ggsave("Rushing-passing_yards_vs_wins_density_plot.png", e, height = 12, width = 12)

```
# Rushing attempts tending to be a strong predictor of the outcome of the game.
# Are you more successful with more rushing attempts?
# i.e., is the a positive corrlation between attempts and rushing yards.
a <- ggplot(Scores, aes(x = Home_win, y = rushing_attempts_home, fill = Home_win)) + geom_point(position)
b <- ggplot(Scores, aes(x = Home win, y = rushing attempts away, fill = Home win)) + geom point(position
c<- ggarrange(a,b, common.legend = TRUE, align = 'hv', legend = 'right', nrow = 1)
d <- ggplot(Scores, aes(x = rushing_attempts_home, y = rushing_yards_home, color = Home_win)) + geom_sm</pre>
e <- ggplot(Scores, aes(x = rushing_attempts_away, y = rushing_yards_away, color = Home_win)) + geom_sm
f <- ggarrange(d,e, common.legend = TRUE, align = 'hv', legend = 'right', nrow = 1)
## `geom_smooth()` using formula 'y ~ x'
## `geom_smooth()` using formula 'y ~ x'
## `geom_smooth()` using formula 'y ~ x'
g <- ggarrange(c,f, nrow = 2)
ggsave("Rushing_attempts_vs_wins_plus_correlation_yards_and_attempts.png", g, height = 12, width = 12)
# Passing attempts vs wins and yards
# Need to fix completions vs incompletions into seperate columns for this to work
\# a <- qqplot(Scores, aes(x = Home_win, y = passing_attempts_home, fill = Home_win)) + qeom_point(posit
\# b \leftarrow ggplot(Scores, aes(x = Home\_win, y = passing\_attempts\_away, fill = Home\_win)) + geom\_point(posit)
# c<- ggarrange(a,b, common.legend = TRUE, align = 'hv', legend = 'right', nrow = 1)
\# d \leftarrow ggplot(Scores, aes(x = passing_attempts_home, y = passing_yards_home, color = Home_win)) + geom_
\# e <- ggplot(Scores, aes(x = passing_attempts_away, y = passing_yards_away, color = Home_win)) + geom_
# f <- ggarrange(d,e, common.legend = TRUE, align = 'hv', legend = 'right', nrow = 1)
\# g \leftarrow ggarrange(c, f, nrow = 2)
# ggsave("Passing_attempts_vs_wins_plus_correlation_yards_and_attempts.png", g, height = 12, width = 12
Scores$sco
## NULL
# Turnovers and their correlation with score and time of possession
a <- ggplot(Scores, aes(x = turnovers_away, y = score_home, color = Home_win)) + geom_smooth(method = "
b <- ggplot(Scores, aes(x = turnovers_home, y = score_away, color = Home_win)) + geom_smooth(method = "
\#https://stackoverflow.com/questions/5186972/how-to-convert-time-mmss-to-decimal-form-in-rule form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mmss-to-decimal-form-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-mms-time-
Scores$possession_home <- sapply(strsplit(Scores$possession_home,":"),</pre>
   function(x) {
      x <- as.numeric(x)
      x[1]+x[2]/60
      }
Scores$possession_away <- sapply(strsplit(Scores$possession_away,":"),</pre>
   function(x) {
      x <- as.numeric(x)
      x[1]+x[2]/60
c <- ggplot(Scores, aes(x = turnovers_away, y = possession_home, color = Home_win)) + geom_smooth(metho
d <- ggplot(Scores, aes(x = turnovers_home, y = possession_away, color = Home_win)) + geom_smooth(metho
e <- ggarrange(a,b,d,c, common.legend = TRUE, legend = 'right', nrow = 2, ncol = 2)
```

```
## `geom_smooth()` using formula 'y ~ x'
ggsave("Correlations_turnovers_with_score_timeofpossession.png", e, height = 12, width = 12)
# Cool plots passing vs rushing yards
a <- ggplot(Scores, aes(x = rushing_yards_home , y = passing_yards_home, color = Home_win))+ geom_point
b <- ggplot(Scores, aes(x = rushing_yards_away , y = passing_yards_away, color = Home_win))+ geom_point
c <- ggarrange(a,b, common.legend = TRUE, legend = 'right', nrow = 2, align='hv')</pre>
ggsave("Passing_vs_rushing_yards.png", c, height = 8, width = 12)
# 50/50 odds
summary(Scores[Scores$rushing_yards_home < 155,]$Home_win) / sum(summary(Scores[Scores$rushing_yards_home) / sum(summary(Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Score
## Home_loss Home_win
## 49.75152 50.24848
summary(Scores[Scores$rushing_yards_away > 70,]$Home_win) / sum(summary(Scores[Scores$rushing_yards_awa
## Home_loss Home_win
## 50.02828 49.97172
# A bit of odds/stats
# How often do you win if you rush for 100 yards
summary(Scores[Scores$rushing_yards_home > 100,]$Home_win) / sum(summary(Scores[Scores$rushing_yards_home) / sum(summary(Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Sco
## Home_loss Home_win
## 30.39971 69.60029
# How often do you win if you rush for 150 yards
summary(Scores[Scores$rushing_yards_home > 150,]$Home_win) / sum(summary(Scores[Scores$rushing_yards_home) / sum(summary(Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Sco
## Home loss Home win
## 19.12965 80.87035
# How often do you win if you rush for 200 yards
summary(Scores[Scores$rushing_yards_home > 200,]$Home_win) / sum(summary(Scores[Scores$rushing_yards_home) / sum(summary(Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Score
## Home_loss Home_win
## 10.41009 89.58991
# How often do you win if you rush for 250 yards
summary(Scores[Scores$rushing_yards_home > 250,]$Home_win) / sum(summary(Scores[Scores$rushing_yards_home) / sum(summary(Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Sco
## Home_loss Home_win
## 10.46512 89.53488
# How often do you win if you rush for 300 yards
summary(Scores[Scores$rushing_yards_home > 300,]$Home_win) / sum(summary(Scores[Scores$rushing_yards_home) / sum(summary(Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Scores[Sco
## Home_loss Home_win
## 15.78947 84.21053
```