LIVERPOOL PROJECT



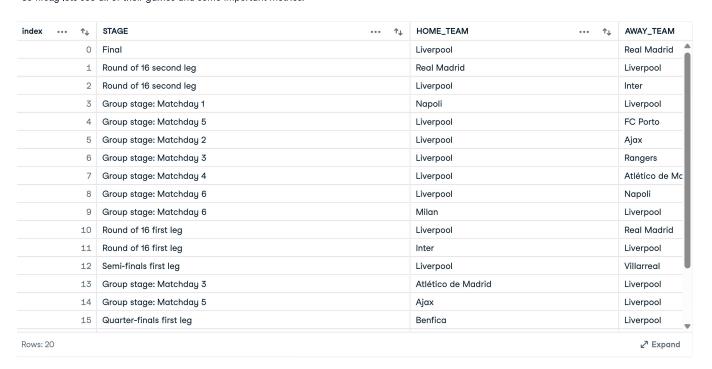
Hi there, My name is Liam Potter and I have been a Liverpool fan for the last 21 Years of my life.

Not that I had much choice, my father is a die-hard red.

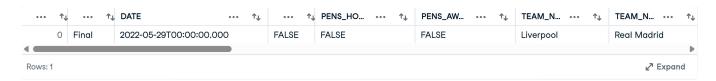
I want to find what aspect of our game most commonly correlates with wins in UEFA Cup games.



Now I love my Club and as of writing, Liverpool is the greatest club in the country, sorry Trent. Though this data is from 2020-22. So firstly lets see all of their games and some important metrics.



Well, there are our key information points, it's a hell of a shame that we lost the Final to Real Madrid, but why could that be? First, let's find our metrics on the final.

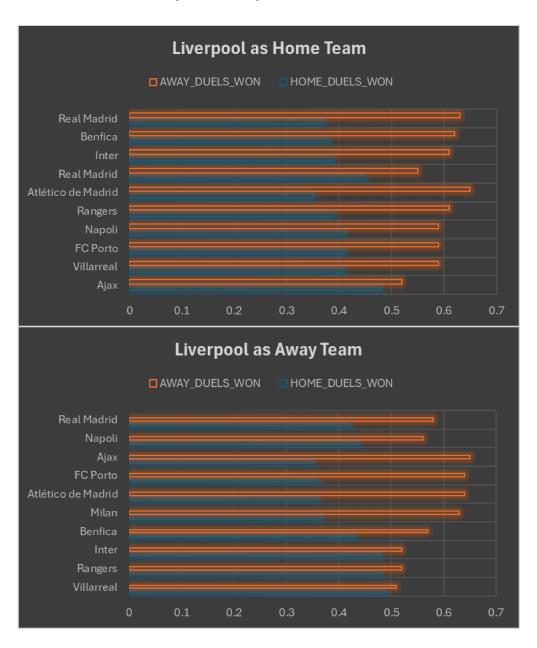


Possession was almost equal. We took 20 more shots with 12 more on target! We won about half as many duels. And played at Anfield. And yet we lost

Data would suggest then that losing duels was our downfall. Let's test if the rest of our dataset agrees with this.

ex ••• ↑ _↓	HOME_TEAM ··· ↑↓	AWAY_TEAM ··· ↑↓	HOME_DUELS_WON ··· ↑↓	AW
0	Villarreal	Liverpool	0.49	
1	Liverpool	Ajax	0.48	
2	Rangers	Liverpool	0.48	
3	Inter	Liverpool	0.48	
4	Benfica	Liverpool	0.43	
5	Liverpool	Villarreal	0.41	
6	Liverpool	FC Porto	0.41	
7	Liverpool	Napoli	0.41	
8	Liverpool	Rangers	0.39	
9	Milan	Liverpool	0.37	
10	Atlético de Madrid	Liverpool	0.36	
11	FC Porto	Liverpool	0.36	
12	Ajax	Liverpool	0.35	
13	Liverpool	Atlético de Madrid	0.35	
14	Liverpool	Real Madrid	0.45	
15	Napoli	Liverpool	0.44	

Great, Now lets move this data to try to find some Insights.



Firstly we see that Liverpool regardless of home or away play very consistently. Liverpool rarely has more success in duels even against lower quality teams. Klopp likely focuses on other methods of scoring than individual brilliance



This table now shows us how duels won correlate with wins and losses across all years. This data is significant and gives us insight into what may be causing us to lose many matches. Further analysis could look into why our players are beating some teams 1 on 1 and not others both for defenders and attackers.