## Football

## Loïc Rakotoson

```
library(tidyverse)
library(DBI)
library(RSQLite)
```

```
db <- dbConnect(SQLite(), dbname = "football.sqlite")</pre>
```

1. Se connecter à la base SQLitefootball.sqlite

```
dbListTables(db)
```

2. Lister les bases

```
## [1] "Country" "League" "Match"
## [4] "Player" "Player_Attributes" "Team"
## [7] "Team_Attributes" "sqlite_sequence"
```

3. Afficher toutes les premières divisions présentes dans cette base de donnée (ligue 1 en France, série A en Italie etc...) La table League contient uniquement les premières divisions dont les id et les country\_id renvoient aux id des pays dans Country.

```
## # A tibble: 11 x 2
##
     Pays
                 Ligue
##
     <chr>>
                 <chr>
## 1 Belgium
                 Belgium Jupiler League
## 2 England
                 England Premier League
## 3 France
                 France Ligue 1
## 4 Germany
                 Germany 1. Bundesliga
                 Italy Serie A
## 5 Italy
## 6 Netherlands Netherlands Eredivisie
```

```
## 7 Poland Poland Ekstraklasa
## 8 Portugal Portugal Liga ZON Sagres
## 9 Scotland Scotland Premier League
## 10 Spain Spain LIGA BBVA
## 11 Switzerland Switzerland Super League
```

```
dbListFields(db, "Match")
```

## 4. Afficher les champs de la table Match

```
##
     [1] "id"
                              "country_id"
                                                  "league_id"
##
     [4] "season"
                              "stage"
                                                  "date"
##
     [7] "match_api_id"
                              "home_team_api_id"
                                                  "away_team_api_id"
##
    [10] "home_team_goal"
                              "away_team_goal"
                                                  "home_player_X1"
    [13] "home_player_X2"
                              "home player X3"
                                                  "home_player_X4"
##
    [16] "home_player_X5"
                              "home_player_X6"
                                                  "home_player_X7"
##
    [19] "home_player_X8"
                              "home_player_X9"
                                                  "home_player_X10"
##
    [22] "home_player_X11"
                              "away_player_X1"
                                                  "away_player_X2"
    [25] "away_player_X3"
                              "away_player_X4"
                                                  "away_player_X5"
                                                  "away_player_X8"
##
    [28] "away_player_X6"
                              "away_player_X7"
##
    [31] "away_player_X9"
                              "away player X10"
                                                  "away_player_X11"
##
    [34] "home_player_Y1"
                              "home_player_Y2"
                                                  "home_player_Y3"
##
    [37] "home_player_Y4"
                              "home_player_Y5"
                                                  "home_player_Y6"
    [40] "home_player_Y7"
                                                  "home_player_Y9"
##
                              "home_player_Y8"
##
    [43] "home_player_Y10"
                              "home_player_Y11"
                                                  "away_player_Y1"
##
    [46] "away player Y2"
                              "away player Y3"
                                                  "away player Y4"
    [49] "away_player_Y5"
                              "away_player_Y6"
                                                  "away_player_Y7"
                                                  "away_player_Y10"
##
    [52] "away_player_Y8"
                              "away_player_Y9"
##
    [55] "away_player_Y11"
                              "home_player_1"
                                                  "home_player_2"
                                                  "home_player_5"
##
    [58] "home_player_3"
                              "home_player_4"
                              "home_player_7"
                                                  "home_player_8"
##
    [61] "home_player_6"
##
    [64] "home_player_9"
                              "home_player_10"
                                                  "home_player_11"
##
    [67] "away_player_1"
                              "away_player_2"
                                                  "away_player_3"
    [70] "away_player_4"
                              "away_player_5"
                                                  "away_player_6"
##
    [73] "away_player_7"
                              "away_player_8"
                                                  "away_player_9"
    [76] "away_player_10"
                              "away_player_11"
                                                  "goal"
##
##
    [79] "shoton"
                              "shotoff"
                                                  "foulcommit"
    [82] "card"
                              "cross"
                                                  "corner"
##
    [85] "possession"
                              "B365H"
                                                  "B365D"
##
                              "BWH"
                                                  "BWD"
##
    [88] "B365A"
##
    [91] "BWA"
                              "IWH"
                                                  "IWD"
##
    [94] "IWA"
                              "LBH"
                                                  "LBD"
    [97] "LBA"
                              "PSH"
                                                  "PSD"
##
##
   [100] "PSA"
                              "WHH"
                                                  "WHD"
                              "SJH"
                                                  "SJD"
   [103] "WHA"
                                                  "VCD"
  [106] "SJA"
                              "VCH"
                              "GBH"
                                                  "GBD"
## [109] "VCA"
## [112] "GBA"
                              "BSH"
                                                  "BSD"
## [115] "BSA"
```

5. Extraire dans un data-frame les résultats de la Ligue 1 française Utilisation d'une sous-requête au lieu d'un jointure pour esquiver la gestion de .name\_repair lors de la conversion en tibble.

```
## # A tibble: 3,040 x 115
##
         id country id league id season stage date match api id home team api id
##
                           <int> <chr> <int> <chr>
      <int>
                 <int>
                                                            <int>
                                                                              <int>
   1 4769
##
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483129
                                                                               8583
   2 4770
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483130
                                                                               9827
##
##
   3 4771
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483131
                                                                               9746
##
   4 4772
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483132
                                                                               8682
##
   5 4773
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483133
                                                                               9748
##
   6 4774
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483134
                                                                               9829
##
   7 4775
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483135
                                                                               8481
                            4769 2008/~
##
   8 4776
                  4769
                                             1 2008~
                                                           483136
                                                                               9851
##
   9
       4777
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483137
                                                                               9874
## 10
      4778
                  4769
                            4769 2008/~
                                             1 2008~
                                                           483138
                                                                               9873
## #
     ... with 3,030 more rows, and 107 more variables: away_team_api_id <int>,
       home_team_goal <int>, away_team_goal <int>, home_player_X1 <int>,
## #
## #
       home_player_X2 <int>, home_player_X3 <int>, home_player_X4 <int>,
## #
       home_player_X5 <int>, home_player_X6 <int>, home_player_X7 <int>,
## #
       home_player_X8 <int>, home_player_X9 <int>, home_player_X10 <int>,
## #
       home_player_X11 <int>, away_player_X1 <int>, away_player_X2 <int>,
## #
       away_player_X3 <int>, away_player_X4 <int>, away_player_X5 <int>,
       away_player_X6 <int>, away_player_X7 <int>, away_player_X8 <int>,
       away_player_X9 <int>, away_player_X10 <int>, away_player_X11 <int>,
## #
## #
       home_player_Y1 <int>, home_player_Y2 <int>, home_player_Y3 <int>,
## #
       home_player_Y4 <int>, home_player_Y5 <int>, home_player_Y6 <int>,
## #
       home_player_Y7 <int>, home_player_Y8 <int>, home_player_Y9 <int>,
       home_player_Y10 <int>, home_player_Y11 <int>, away_player_Y1 <int>,
## #
## #
       away_player_Y2 <int>, away_player_Y3 <int>, away_player_Y4 <int>,
## #
       away_player_Y5 <int>, away_player_Y6 <int>, away_player_Y7 <int>,
## #
       away_player_Y8 <int>, away_player_Y9 <int>, away_player_Y10 <int>,
## #
       away_player_Y11 <int>, home_player_1 <int>, home_player_2 <int>,
## #
       home_player_3 <int>, home_player_4 <int>, home_player_5 <int>,
       home_player_6 <int>, home_player_7 <int>, home_player_8 <int>,
## #
       home_player_9 <int>, home_player_10 <int>, home_player_11 <int>,
## #
       away_player_1 <int>, away_player_2 <int>, away_player_3 <int>,
## #
## #
       away_player_4 <int>, away_player_5 <int>, away_player_6 <int>,
       away player 7 <int>, away player 8 <int>, away player 9 <int>,
## #
       away_player_10 <int>, away_player_11 <int>, goal <chr>, shoton <chr>,
## #
```

```
## # shotoff <chr>, foulcommit <chr>, card <chr>, cross <chr>, corner <chr>,
## # possession <chr>, B365H <dbl>, B365D <dbl>, B365A <dbl>, BWH <dbl>,
## # BWD <dbl>, BWA <dbl>, IWH <dbl>, IWD <dbl>, IWA <dbl>, LBH <dbl>,
## # LBD <dbl>, LBA <dbl>, PSH <dbl>, PSD <dbl>, PSA <dbl>, WHH <dbl>,
## # WHD <dbl>, WHA <dbl>, SJH <dbl>, SJD <dbl>, SJA <dbl>, VCH <dbl>,
## # WCD <dbl>, ...
```

6. Extraire dans un data-frame les résultats de la Ligue 1 française pour l'année 2015-2016 et ajouter le score du match et les points pour chaque match (match perdu = 0 pt, match nul = 1 pt et match gagné = 3 points ) de la saison 2015-2016. On ne gardera que les colonnes qui sont utiles pour la suite.

```
matchFR <- matchFR %>%
filter(season == "2015/2016") %>%
mutate(
    score = home_team_goal - away_team_goal,
    home_points = case_when(
        score < 0 ~ 0,
        score > 0 ~ 3,
        TRUE ~ 1
    )
) %>%
select(home_team_api_id, home_team_goal, home_points,
        away_team_api_id, away_team_goal, score, season)
matchFR
```

```
## # A tibble: 380 x 7
##
      home_team_api_id home_team_goal home_points away_team_api_id away_team_goal
##
                  <int>
                                  <int>
                                               dbl>
                                                                  <int>
                                                                                  <int>
##
   1
                   7794
                                      2
                                                    3
                                                                   9851
                                                                                      1
                                                    0
                                                                                      2
##
   2
                   9827
                                       1
                                                                   9837
##
                                      0
                                                    0
  3
                   8639
                                                                   9847
                                                                                      1
##
   4
                   9748
                                      0
                                                    1
                                                                   8689
                                                                                      0
                                      0
                                                   0
##
   5
                   8592
                                                                   7819
                                                                                      1
##
   6
                  10249
                                      0
                                                    0
                                                                   8121
                                                                                      2
##
   7
                   9830
                                      1
                                                    3
                                                                   9747
                                                                                      0
##
    8
                   9831
                                       1
                                                    0
                                                                   9829
                                                                                      2
                                      2
                                                    3
##
  9
                   9941
                                                                   9853
                                                                                      1
                  10242
                                      0
                                                    1
                                                                   6391
                                                                                      0
## 10
## # ... with 370 more rows, and 2 more variables: score <int>, season <chr>
```

7. Trouver la meilleure équipe à domicile (celle qui le plus de points en ne comptant que les match à domicile) Importation de la table des équipes (pour obtenir le nom).

```
team <<- as_tibble(tbl(db, "Team"))</pre>
```

Création d'une fonction qui sera utilisée dans les 3 prochaines questions.

```
best_n <- function(tb, n){
    #' Renvoie un tibble des n meilleurs équipes par points
    #' tb: tibble ayant les attributs de matchFR</pre>
```

```
#' n: entier

best <- tb %>%
group_by(home_team_api_id) %>%
summarise(total_points = sum(home_points)) %>%
arrange(desc(total_points)) %>%
top_n(n, total_points) %>%
inner_join(
    team,
    by = c(home_team_api_id = "team_api_id")
) %>%
select(best_team = team_long_name, total_points)

return(best)
}
```

La meilleure équipe à domicile.

8. Trouver ensuite les trois meilleures équipes du championnat 2015-2016. Ajout des points gagnés en étant visiteur lors du championnat.

```
match <- as_tibble(tbl(db, "Match")) %>%
filter(season == "2015/2016") %>%
mutate(
    score = home_team_goal - away_team_goal,
    home_points = case_when(
        score < 0 ~ 0,
        score > 0 ~ 3,
        TRUE ~ 1
    ),
    away_points = case_when(
        score > 0 \sim 0,
        score < 0 ~ 3,
        TRUE ~ 1
    )
) %>%
select(home_team_api_id, home_team_goal, home_points,
       away_team_api_id, away_team_goal, away_points,
       score)
```

Création d'un vecteur de noms communs pour faciliter l'aggrégation des points gagnés à domicile et en tant que visiteur.

```
newnames <- colnames(match)[4:6]
names(newnames) <- colnames(match)[1:3]
```

Les 3 meilleurs équipes du championnat en terme de points.

## 2 FC Barcelona

## 3 Juventus

9. Trouver les trois meilleures équipes si nous ajoutons à l'attribution des points les bonus suivants : bonus offensif : +1 point si gain d'un match avec un ecart de 2 buts ou plus ; bonus spectacle : +1 point si le match est perdu mais l'équipe a quand même marqué 2 buts ou plus.

Ajout des bonus, s'il doit y en avoir, et affichage des 3 meilleurs équipes.

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```
match %>%
mutate(
   home_points = if_else(
        score >= 2 | (score < 0 & home_team_goal >= 2),
        home_points +1, home_points
),
   away_points = if_else(
        score <= -2 | (score > 0 & away_team_goal >= 2),
        away_points +1, away_points
)
) %>%
select(all_of(newnames)) %>%
bind_rows(.[,1:3]) %>%
best_n(3)
```