



# THE ULTIMATE MARKET PREDICTOR

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# TABLE OF CONTENTS

## I

### EDA

Exploration of raw data

## II

### DATA PROCESSING

Manipulation and cleaning  
of data

## III

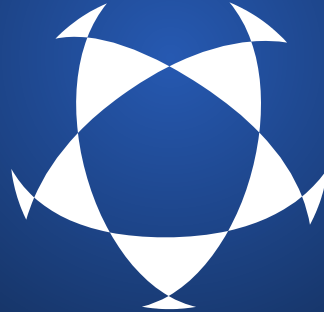
### MACHINE LEARNING

ML algorithms used and  
analysing their results

## IV

### INSIGHTS

What we gathered at the  
end of the project



# PROBLEM STATEMENT

Predict the current market value of football players to better understand what drives the value of players, using available personal and game statistics



# I EDA

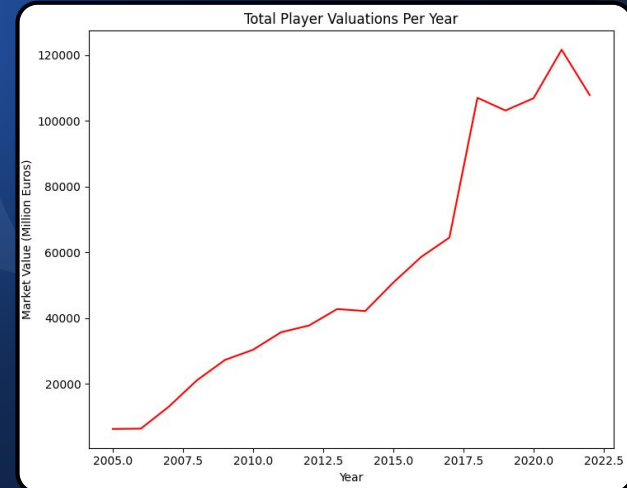
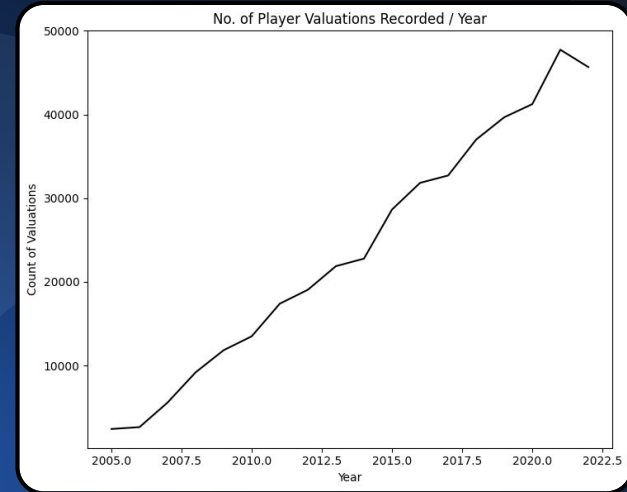
# THE DATASET

- Dataset obtained from **Kaggle**
- **Scraped from the TransferMarkt** website for its reliability and consistency
- Contains **detailed information** on player and game statistics, valuations and more



# NO. OF MARKET VALUATIONS

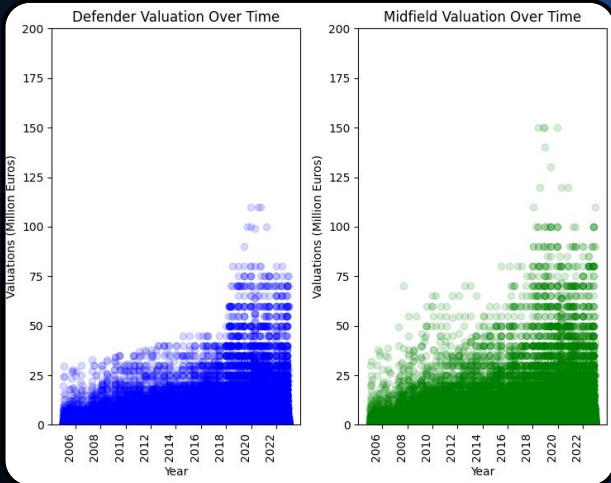
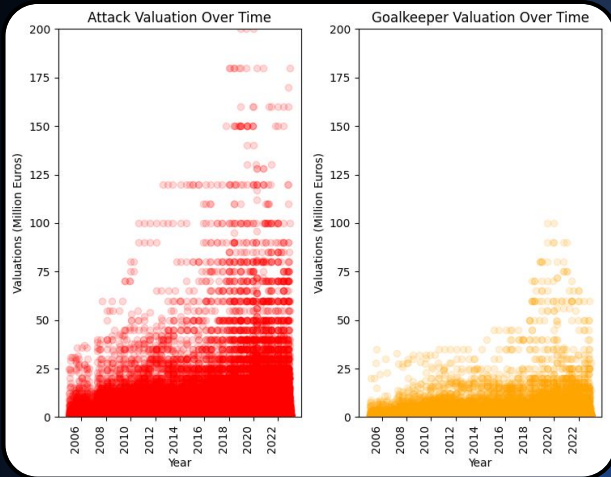
- **Number of player valuations increases** consistently over time
- **Big spike** in the sum of player valuations past 2017, followed by an **inconsistent rise** till current day
- This could be attributed to a multitude of factors such as **sudden rising stars and the COVID-19 pandemic**, as well as **inflation**



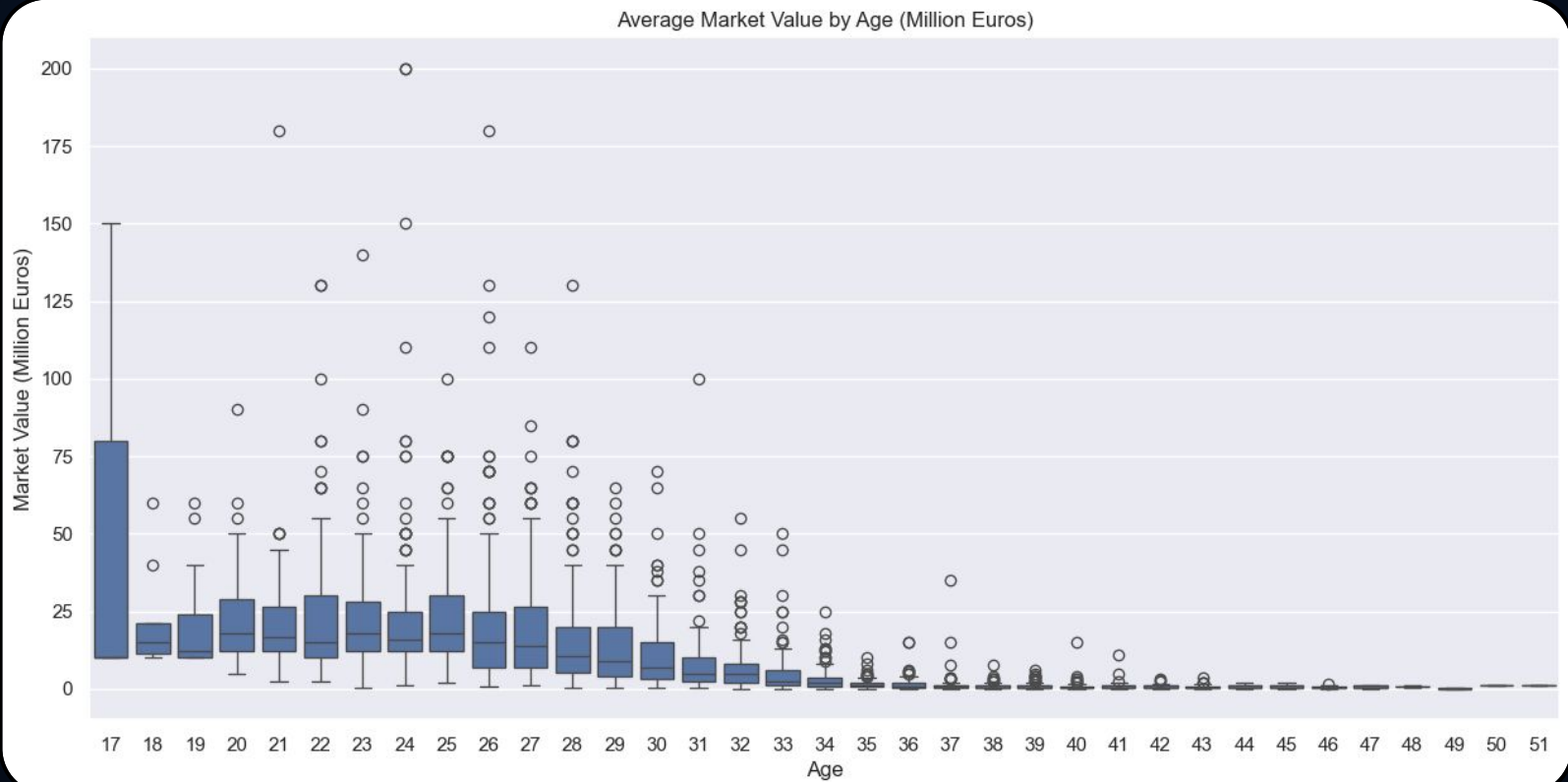


# MARKET VALUATIONS BASED ON POSITION

- Generally as time progresses, the players' valuations in **all positions increases**, particularly during **2018 onwards**
- **Attackers seem to be valued more**, followed by Midfielders, Defenders and lastly Goalkeepers
- This is **reflective of real-world scenarios**:
  - Vinicius Jr., a world-class Attacker, is worth **€200 Million**
  - William Saliba, a world-class Defender, is contrastingly worth only **€80 Million**



# MARKET VALUATIONS BASED ON AGE





# II

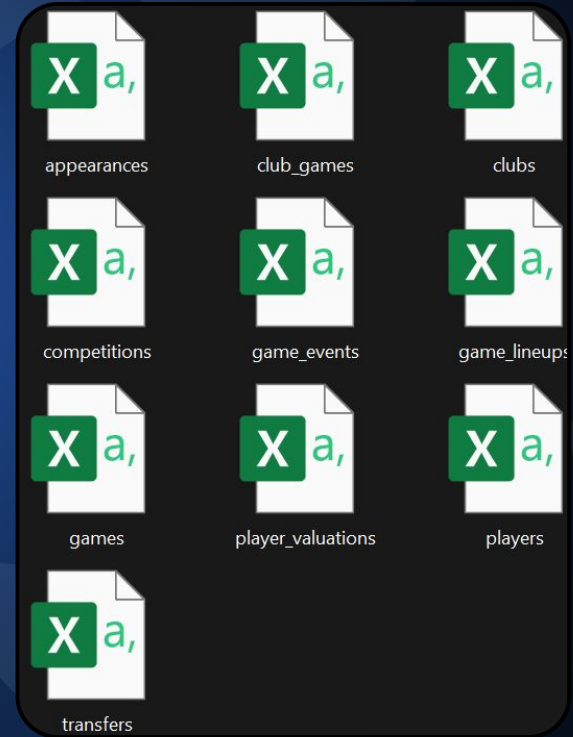
## DATA PROCESSING

# MERGING THE DATA

Data is split between multiple .csv files. We would need to **merge them together** to one data frame for **easier training**

After **cutting out unimportant data**, we decided to merge the following .csv files:

- players.csv
- appearances.csv
- games.csv
- competitions.csv



# FEATURE ENGINEERING

- Mapped each player's league competition to a **ranking based on UEFA coefficients**
- **Compiled game statistics** for all players from 2020 to 2023:
  - Games Played
  - Minutes Played
  - Goals and Assists (Individual and Team)
  - Yellow and Red Cards
- Obtained the **current age** of players from based on current day
- **OneHotEncoded player positions** for more meaningful analysis



# FINAL DATA FOR TRAINING

## PERSONAL STATS

The current age and height of players

## POSITION

The players' preferred playing positions

## GAME STATS

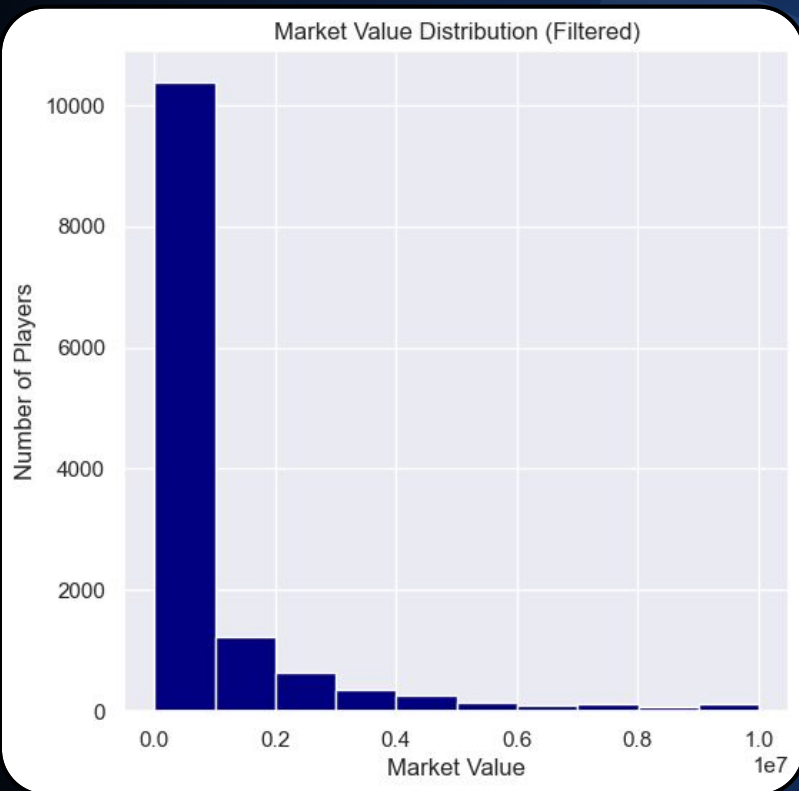
Game statistics from 2020 season till 2023 season, as well as competition ranks

## REGION

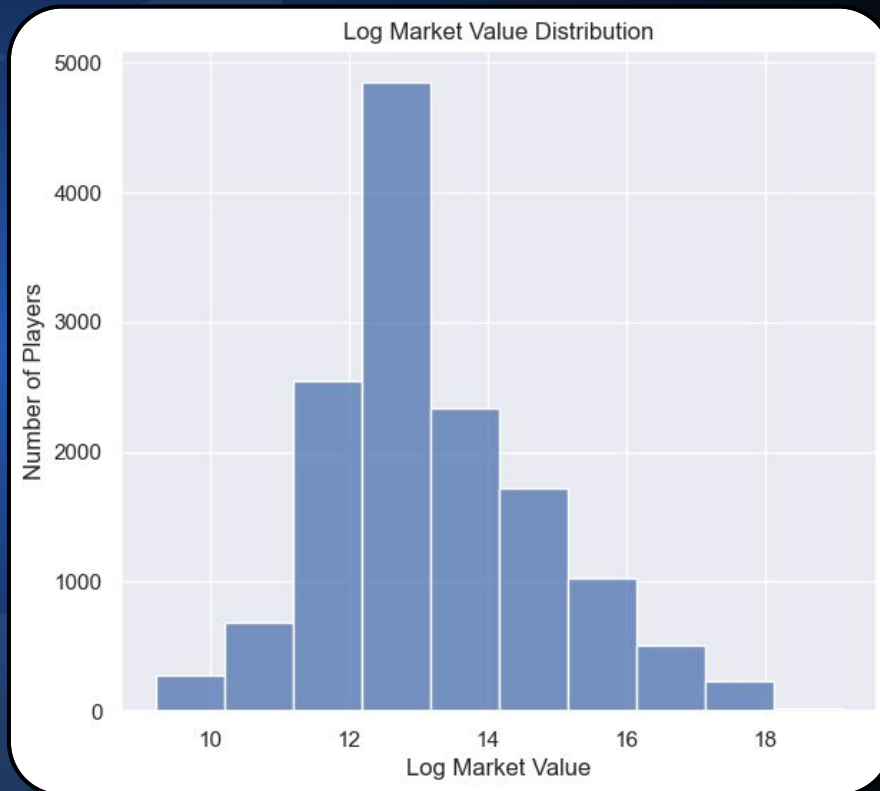
The regions in which players are born in



# TRANSFORMING MARKET VALUE “y”

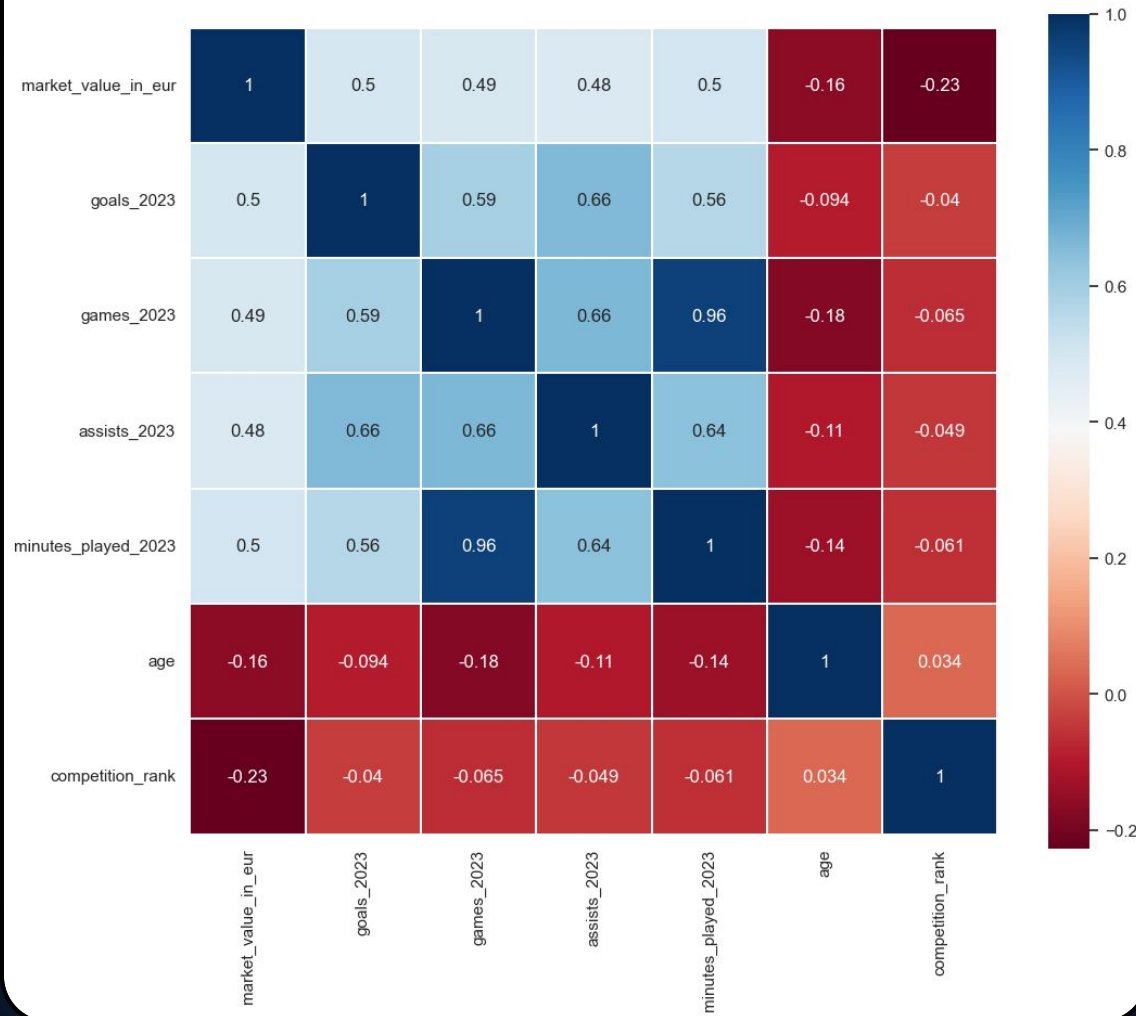


Before Log



After Log

Pearson Correlation of Features







# III

## MACHINE LEARNING

# METRIC IMPORTANCE

In the football transfer market, the focus is primarily on **interpretability as well as reliability**. As such, our metric focuses will be as such:

- **Primary Metric: Mean Absolute Error (MAE)**
  - Chosen as football market values are expressed in **real-world currency**, in this case Euros, so decision makers like club analysts or agents are **easily able to understand** the average deviation between predicted and actual market values
- **Secondary Metric:  $R^2$** 
  - Chosen so that the model is able to **explain variability in market values**, thus increasing its **reliability** in capturing market trends

# TESTED MODELS

## LINEAR REGRESSION

Fits a **linear model** with coefficients to **minimize the residual sum of squares** between the observed targets in the dataset

## ELASTIC NET

Uses the **penalties** from both the **lasso and ridge** techniques to **regularize** regression models.

## RANDOM FOREST REGRESSOR

Fits decision tree regressors on various sub-samples and uses averaging to **improve the predictive accuracy** and **control over-fitting**

## XGBOOST REGRESSOR

Builds an **ensemble of decision trees**, where **each tree is trained** to make predictions based on a subset of the available data

# BASELINE MODEL RESULTS

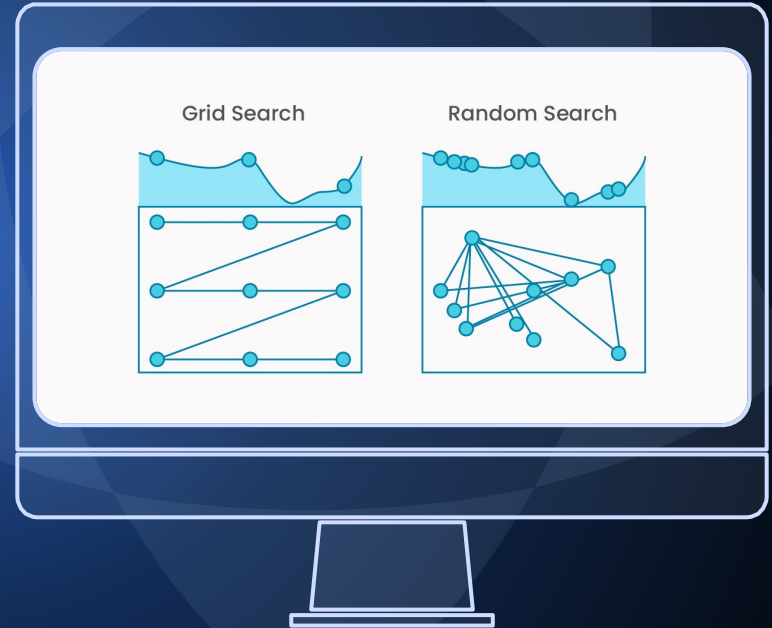
Model	Mean Absolute Error (MAE)	Mean Squared Error (MSE)	R <sup>2</sup> Score
Linear Regression	0.7873	1.0353	0.5948
Elastic Net	0.8272	1.1457	0.5516
Random Forest	0.6981	0.8513	0.6668
XGBoost	0.6548	0.7546	0.7047

# HYPER-PARAMETER TUNING

Given that **XGBoost** is currently the **best model**, having MAE and MSE closest to 0 and  $R^2$  closest to 1, we want to tune it using **GridSearchCV**:

Here are our chosen **optimal hyper-parameters**:

- colsample\_bytree: 0.6
- learning\_rate: 0.03
- max\_depth: 6,
- n\_estimators: 500
- subsample: 0.9



# XGBOOST POST-TUNING

MAE



-0.013

MSE



-0.024

R<sup>2</sup>



+0.010



# IV INSIGHTS

# INTERPRETING THE RESULTS

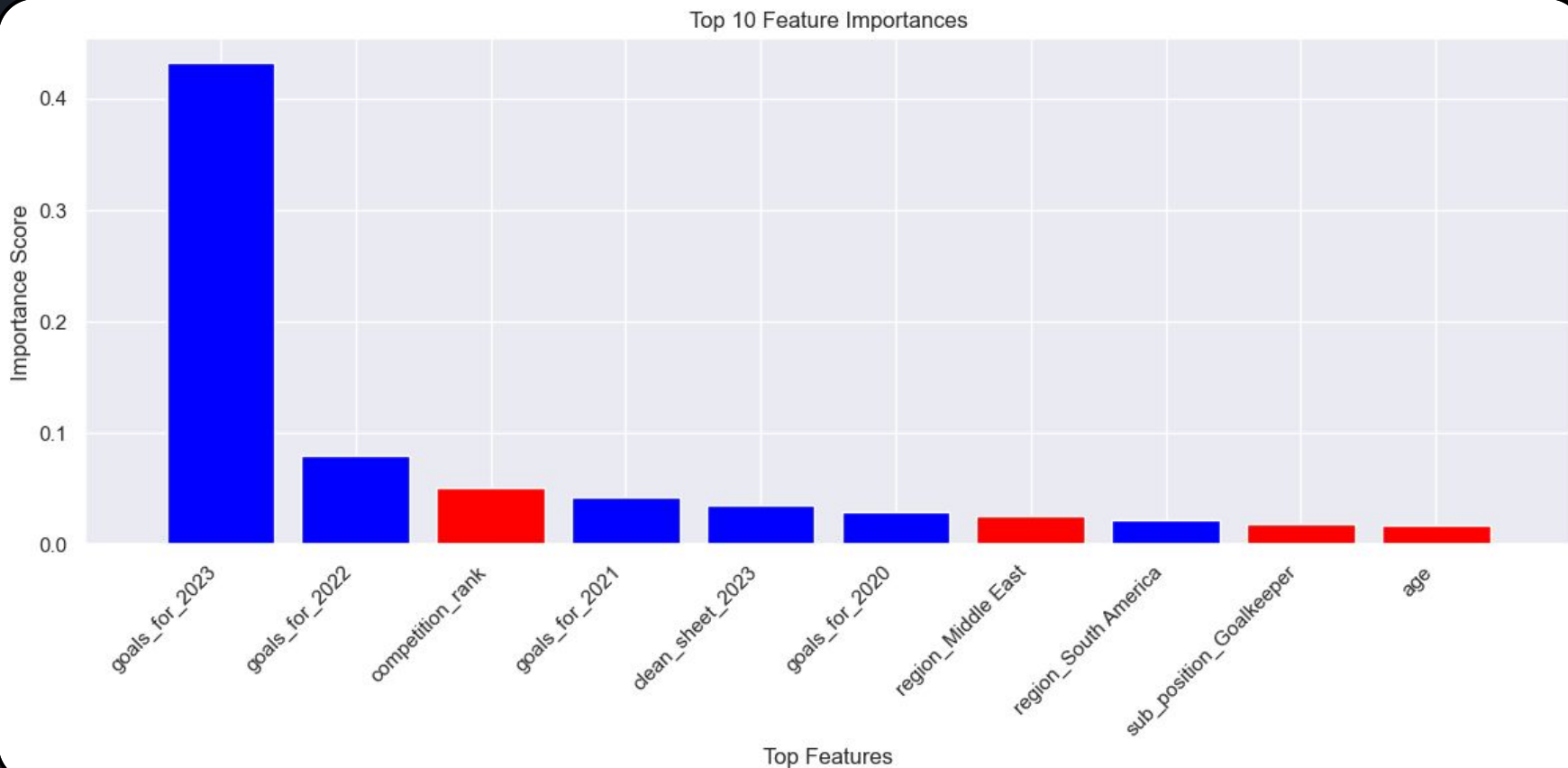
From our XGBoost Model, we obtained a **MAE of 0.643**

- Recomputing MAE using the original scale, we found that the MAE is around **€1.14 Million**
- On average, the model predicts market values with an **absolute error of €1.14 Million**, so it is **relatively accurate** for predicting market values in a domain where values can range widely up to tens of millions

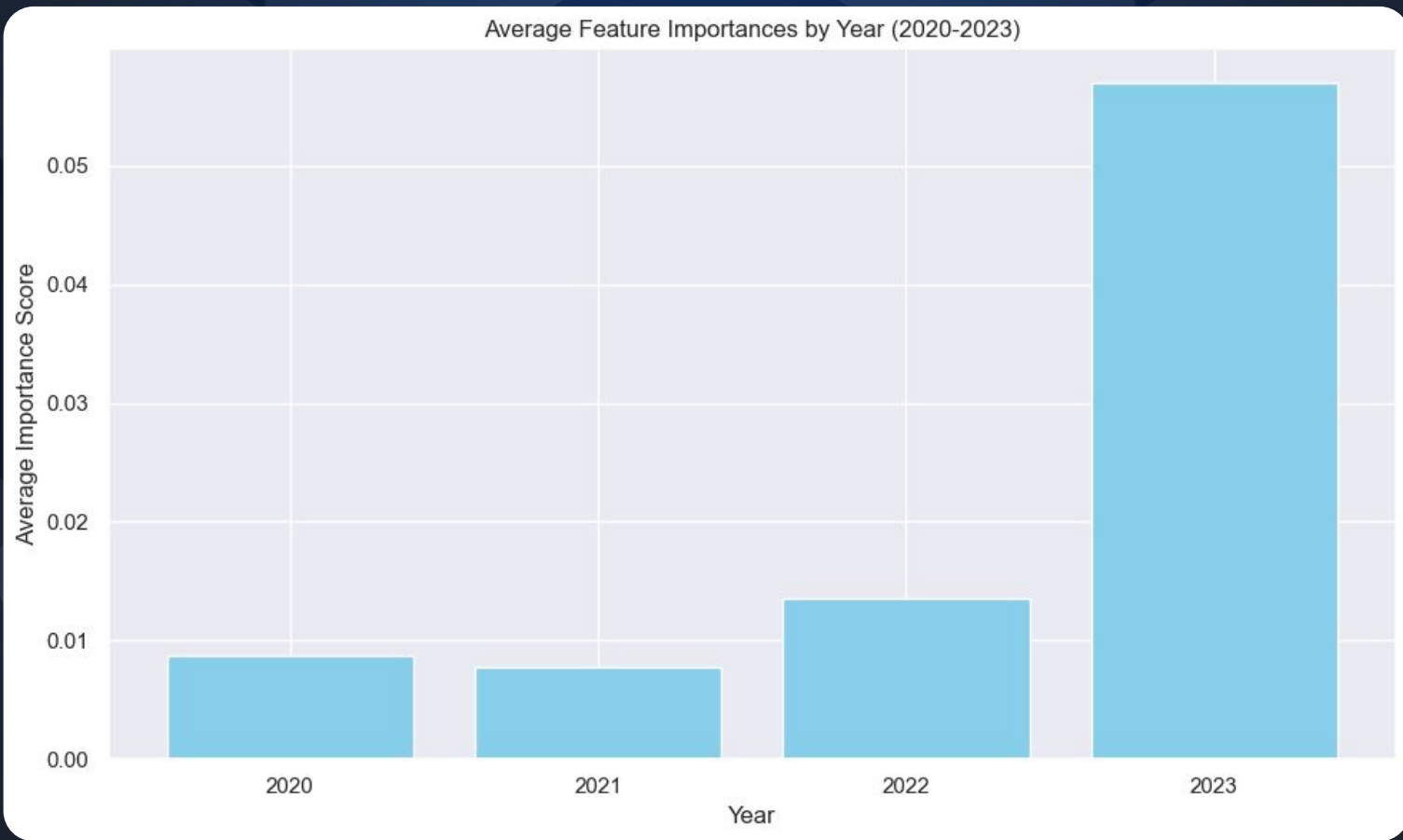
Our model also obtained an **R<sup>2</sup> score of 0.714**

- Explains **71.4% of variability** in football players' market values
- This is a **good result** as other **external factors like club/player sentiments that is not captured** in the model can be attributed to this result

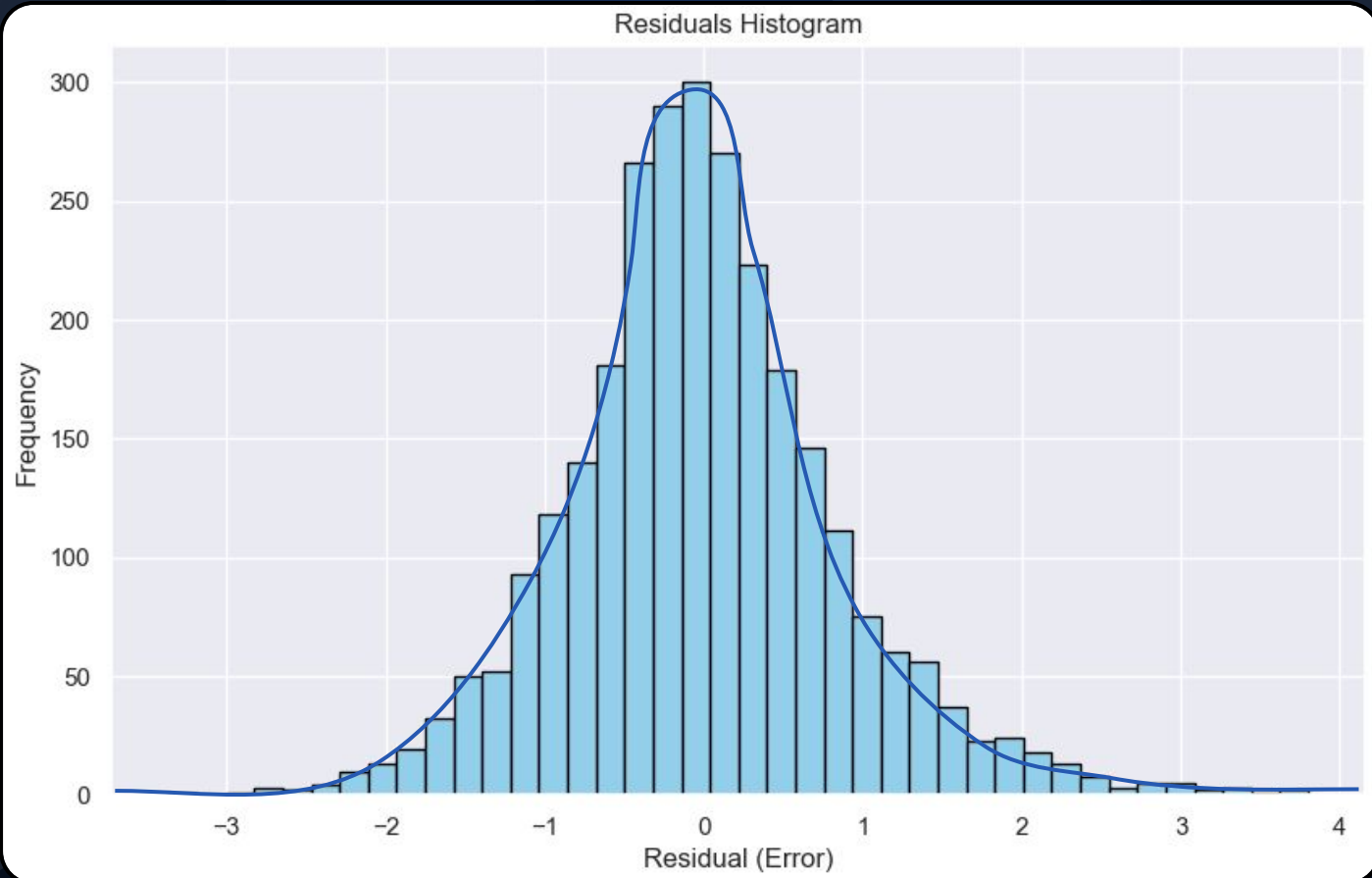
# XGBOOST TOP FEATURE IMPORTANCE



# XGBOOST FEATURE IMPORTANCE BY YEAR



# XGBOOST ERROR RESIDUALS



# CONCLUSION

- Our model is able to predict, with a **low error margin**, the current market prices of football players based on their **past and current game statistics and personal traits**
- The model also has a **variability of 71.4%** of the market captured, allowing it to **pick up on market trends** reliably and easily
- This displays the **robustness** of our model in predicting football market values, which is a **useful tool for any football club** looking to make a player investment







THANK YOU