Fantasy Football Project:

Feature engineering using domain knowledge: Figure out what could be the best features to predict on using your intuition as a fantasy football player. See what other people are doing for their predictions.

Stats.stackexchange:

|  |  |
| --- | --- |
|  | I think the key is the last clause, which suggests the author means a domain expert to be someone who has internalized important data patterns enough to quickly recognize them (or their absence) in a visualization. To get to that point, the expert must understand the normal relations between relevant variables so that unusual relations stand out.  Someone who's not an expert in the problem domain can spot patterns like correlation and outliers but not readily know if such patterns are important for the given variables. |

10-19-2016

Using the nflgame/nfldb I’ve been creating dataframes in pandas to utilize it’s capabilities for statistical anaylsis. I’ve so far created two separate data frames, one for passing and one for receiving/rushing. I think it would be better for me to make one query for all of offense, and then create one data frame of offense points that I can query from to get individual positions. This will also allow to see point leaders in a give year/week.

10-23-2016

For percentage think about how likely it would be for a player to get picked, aka the Likelihood. To think Bayesian, a prior belief of ownership would be necessary.

Find distribution of past player performance in the same spot. This could be position and ownership. This is the prior.

Likelihood might be the likelihood of observing the results (points, ownership) given our prior data.

10-24-2016

Little Steps:

1. Collect data/techniques
   1. NFLDB, fantasy football R package, Draft Kings data
   2. Read up on MCMC
2. Exploratory Data Analysis/Feature Engineering
3. Investigate different distributions/models to attempt to train

Models desired: Neural Nets, K-means Clustering for player profiles (stud, mud, dud)

10-29-2016

Check and see the score of games in first quarter, second quarter, third quarter, etc… to see if that might affect the fantasy production of some players

Let’s wait on this, get more data before trying this

10-31-2016

Collecting all data

* Get defense Dataframe
  + Defense stats needed for Draft King points:
    - Sacks
    - Interception
    - Fumble Recovery
    - Kickoff Return TD
    - Punt Return TD
    - Field Goal return TD
    - Blocked punt or FG TD
    - Safety
    - Blocked Kick
    - 2 point conversion/Extra point return
    - Points Allowed
  + Other defense stats needed for ranking:
    - Rushing yds allowed
    - Passing Yds allowed
* Offense Player Stats:
  + Offense Stats for Draft Kings Points:
    - Passing TDS
    - Passing Yds
    - Passing Interceptions
    - Receiving TDs
    - Receiving Yds
    - Receptions
    - Rushing TDs
    - Rushing Yds
    - Punt/Kickoff/Field Goal Return TD
    - Fumbles Lost
    - Offense Fumble Recovery TD
* Check if agg\_play would be computationally easier to pull from
  + Would take too much time, I already have a reliable system
* Decided to make a SQL query for all relevant offensive player stats, then create a data frame based solely on calculating points by dropping irrelevant columns
  + Didn’t drop any columns, didn’t think it would be necessary. If I need to I can return the DK points column and merge it into a nicer feature matrix

GOALS FOR TOMORROW:

* More Feature engineering using common methods as starting points, research some common methods
* Scrape Vegas Lines data

11-1-2016

Features desired

* Red Zone Targets/Touches
* Receiving Yds per reception
* Rushing yds per attempt
* Pt/$/1000 value

Red zone targets is difficult. I am getting multiple players with multiple receptions during the red zone play.

Trying to find how many red zone targets each player had