# A MINI PROJECT REPORT ON

#### "CLASSIFYING RESULTS OF GAME"

Submitted by

Ms. Komal Ahire (Roll No: 01)

Ms. Tejasvi Nikam (Roll No: 21)

Ms. Apurva Nehete (Roll No: 35)

Ms. Nikita Shinde (Roll No: 39)

Under the guidance of

**Prof. Vishal Patil** 

For the Subject

**Laboratory Practice II (410247) -**

Data Mining and Warehousing (410244 (D))

Submitted in partial fulfilment of the requirements for the award of the degree of

**Bachelor in Computer Engineering** 



**Institute of Engineering Department of Computer Engineering** 

Academic Year 2021-22

#### **CONTENTS**

Sr.	No.	Chapter	Page No.
1	Problem statement		1
2	Abstract		2
3	Introduction		3
4	Objective		5
5	Test cases		6
6	Result		8
7	Conclusion		12
	References		13
	List of figures		14
	List of tables		15

### 1 Problem Statement

Consider a labeled dataset belonging to an application domain. Apply suitable data preprocessing steps such as handling of null values, data reduction, discretization. For prediction of class labels of given data instances, build classifier models using different techniques (minimum 3), analyze the confusion matrix and compare these models. Also apply cross validation while preparing the training and testing datasets.

#### 2 Abstract

Classification is a form of data analysis that extracts models describing important data classes. Such models, called classifiers, predict categorical (discrete, unordered) class labels. For example, we can build a classification model to categorize bank loan applications as either safe or risky. Such analysis can help provide us with a better understanding of the data at large. In this project we use multiple classification models to analyse the outcome of hockey game played between various teams. Use apply suitable data preprocessing steps. We then compare performance of classification models to find which one is the best.

#### 3 INTRODUCTION

We have been provided with the data regarding various aspects of the home team, the opposition team and their supporters for a number of hockey games.

The Data fields are

- 1. Id Unique id given to each game.
- 2. game\_seq Sequence of the game in the history of FIH (International Hockey Federation).
- 3. season\_end Year in which the corresponding season ended.
- 4. date Date on which the game was played.
- 5. season\_game\_seq Sequence of the game in the corresponding season.
- 6. playoff Whether the game is a playoffs game.
- 7. team\_id Unique id for the home team.
- 8. Elo Elo rating for the home team before the game.
- 9. opp\_team\_id Unique id for the opposition team.
- 10.  $opp\_Elo Elo$  rating for the opposition team before the game.
- 11. win\_equivalent Equivalent number of wins for the home team in a season.
- 12. bet\_ratio Fraction of bets placed on the home team.
- 13. home\_crowd Number of supporters for the home team.
- 14. opp\_crowd Number of supporters for the opposition team.
- 15. total\_crowd Total number of attendees for the game.
- 16. game\_result Win or loss for the home team (Win 1, Loss 0).

The train set contains 45000 records while the test set contains 13107 records. We drop the date column from our analysis. The null entries are as follows

Attribute	Null Count
Elo	9197
opp_Elo	7006
win_equivalent	12263

Table 1: Null Counts

We fill the null Elo and opp\_elo entries with the mean value of Elo and opp\_Elo attribute respectively i.e. 1501.184 1501.837

The boxplots of some attributes are as follows:

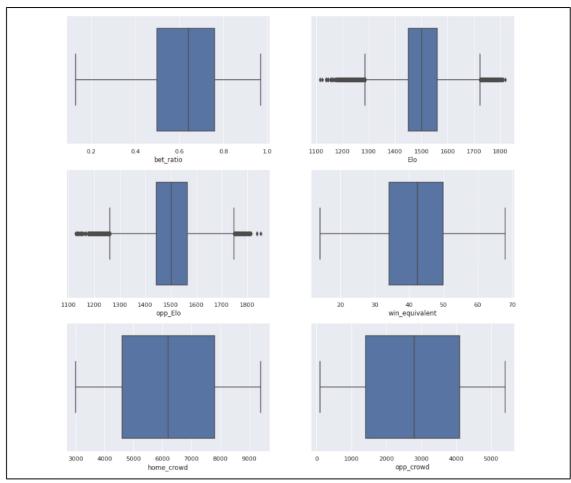


Figure 1: Boxplots

We drop rows with bet\_ratio below 0.13 and above 0.97. Similarly we drop rows with opp\_Elo below 1200 and above 1750, Elo below 1175 and above 1780 and win\_eqivalent below 14 and above 68

We extract the id from string team\_id and opp\_id fields. We drop columns Id,game\_seq,team\_id and opp\_id. We convert playoff to categorical data.

We have trained using two models Logistic Regression, KNN classifier, XGBoost Classifier and RandomForest Classifier. We find that XGBoost Classifier performs better.

## 4 OBJECTIVE

- To understand data preprocessing
- To perform classification on dataset and predict labels for test dataset.

#### 5 Test Cases

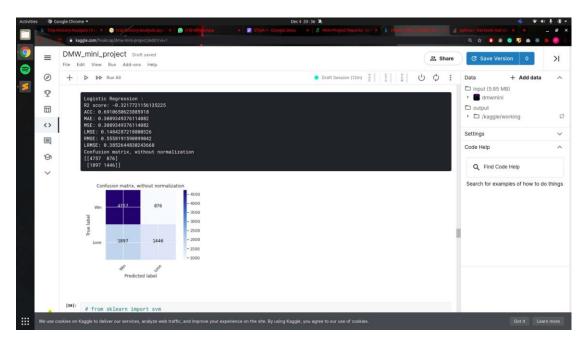


Figure 2: Output for logistic regression

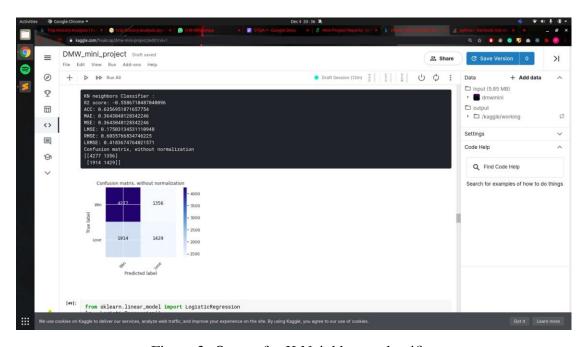


Figure 3: Output for K Neighbours classifier

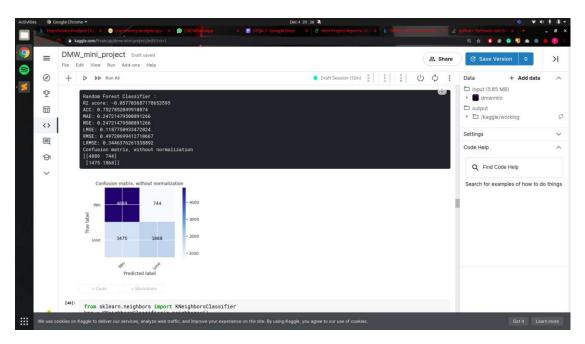


Figure 4: Output for random forest classifier

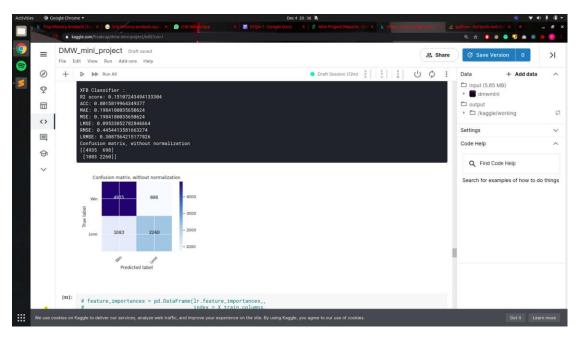


Figure 5: Output for XGBoost classifier

#### 6 Result

The accuracy for XGBoost classifier is arround 80%. while that of other models is lesser. The following are confusion matrices of various model outputs.

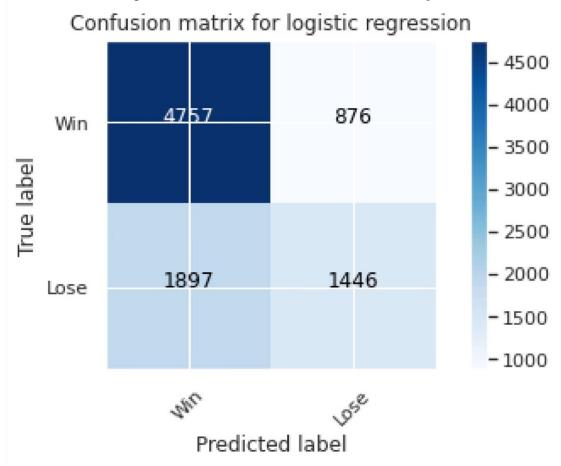


Figure 6: Logistic regression

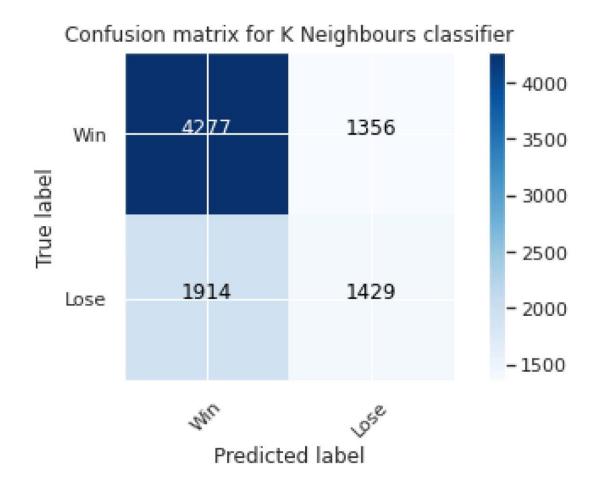


Figure 7: K Neighbours classifier

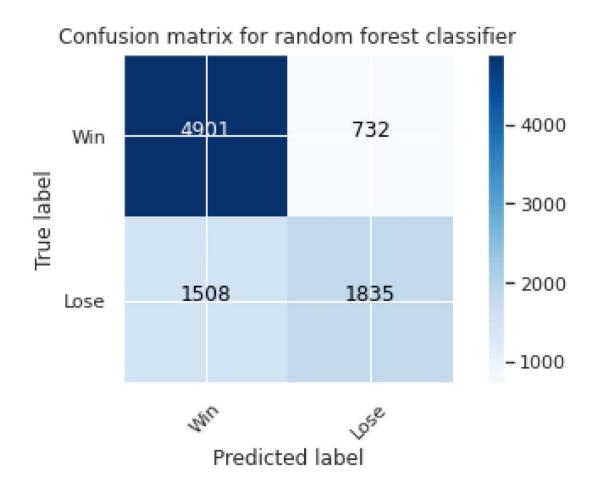


Figure 8: random forest classifier

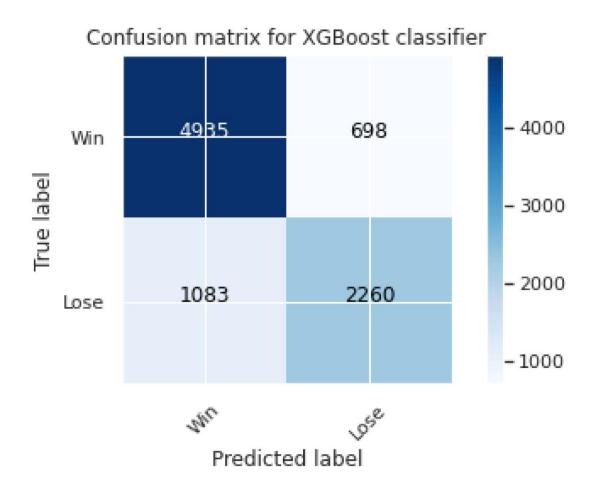


Figure 9: XGBoost classifier

# 7 Conclusion

We have analysed the hockey game dataset and performed data pre-processing steps. We have experimented multiple classification models and found out the best performer amongt them. We have then used this model to mae predictions on test dataset.

### References

- [1] https://www.kaggle.com/c/datawiz19round1/data
- [2] https://seaborn.pydata.org/index.html
- [3] Jiawei Han, Micheline Kamber, Jian Pei, Data Mining Concepts and Techniques

# **List of Figures**

1	Boxplots	4
2	Output for logistic regression	6
3	Output for K Neighbours classifier	
4	Output for random forest classifier	7
5	Output for XGBoost classifier	7
6	Logistic regression	8
7	K Neighbours classifier	9
8	random forest classifier	10
9	XGBoost classifier	11

### **List of Tables**