



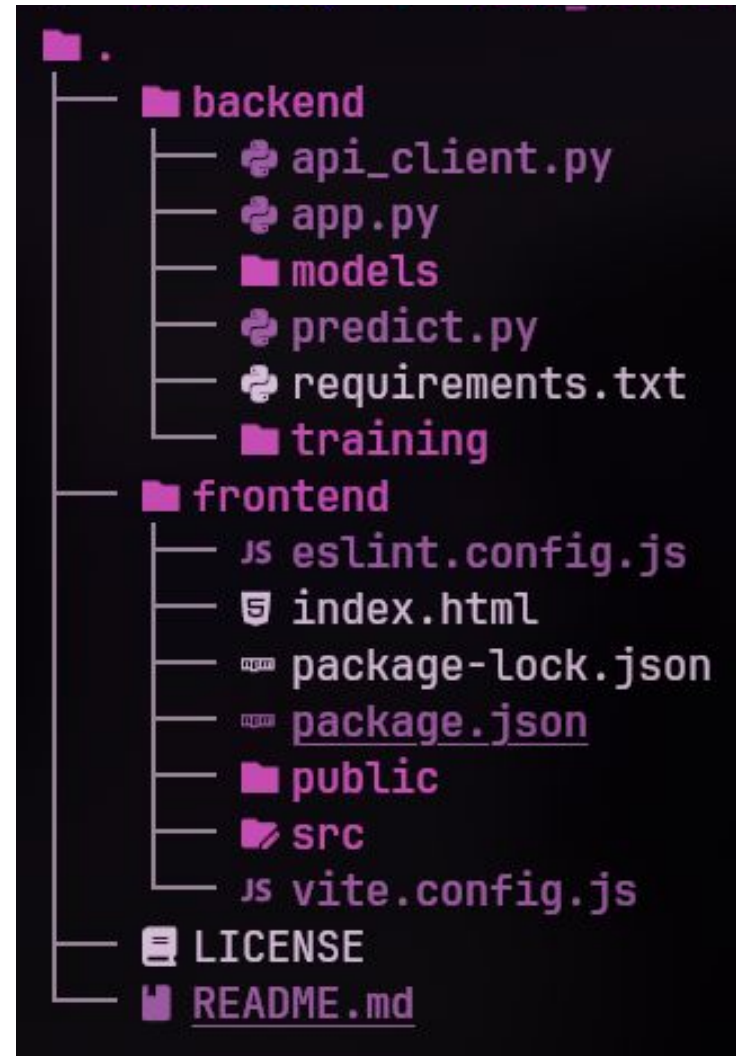
EPL Match Predictor

Using Machine Learning to predict Premier League matches

Noth1ng Real
@noth1ng_real on X

Project Overview

- A full-stack web application that predicts English Premier League (EPL) football match outcomes using machine learning
- Key Components:
 - Machine Learning model trained on historical match data
 - Real-time data integration via football-data.org API
 - Flask backend serving predictions
 - React frontend for user interaction
- Prediction Categories:
 - HOME WIN
 - DRAW
 - AWAY WIN
- Model Accuracy: ~56-57% (significantly better than random guessing at 33%)



Premier
League

Problem Statement

- **Question:** Can we predict the outcome of a football match before it happens?
- Why is this hard?
 - Football is inherently unpredictable ("Any given Sunday")
 - Injuries, weather, referee decisions, player form
 - Psychological factors (rivalry matches, relegation battles)
 - Random events (own goals, red cards)
- Why is this valuable?
 - Sports analytics industry worth \$3.4 billion (2023)
 - Used by betting companies, fantasy football, team management
 - Demonstrates practical ML application on real-world data



Premier
League

Data Description

- Dataset: [Premier League Matches](#) (Kaggle)
 - Time period: 2019 - 2024 (5 seasons)
 - Total of 4788 matches (rows) each with 28 columns
- Key Features used (Total of 8):
 - Home team
 - Away team
 - Goals for (home)
 - Goals against (home)
 - Venue
 - Result
- No Data quality issues
- Key Finding: Home advantage is REAL - teams win ~46% at home vs ~27% away

```
> wc -l matches.csv
4789 matches.csv
```



| # | date | venue | result | # gf | # ga | opponent | team |
|----|------------|-------|--------|------|------|----------------|-----------------|
| 0 | 2020-09-21 | Away | W | 3 | 1 | Wolves | Manchester City |
| 2 | 2020-09-27 | Home | L | 2 | 5 | Leicester City | Manchester City |
| 4 | 2020-10-03 | Away | D | 1 | 1 | Leeds United | Manchester City |
| 5 | 2020-10-17 | Home | W | 1 | 0 | Arsenal | Manchester City |
| 7 | 2020-10-24 | Away | D | 1 | 1 | West Ham | Manchester City |
| 9 | 2020-10-31 | Away | W | 1 | 0 | Sheffield Utd | Manchester City |
| 11 | 2020-11-08 | Home | D | 1 | 1 | Liverpool | Manchester City |
| 12 | 2020-11-21 | Away | L | 0 | 2 | Tottenham | Manchester City |

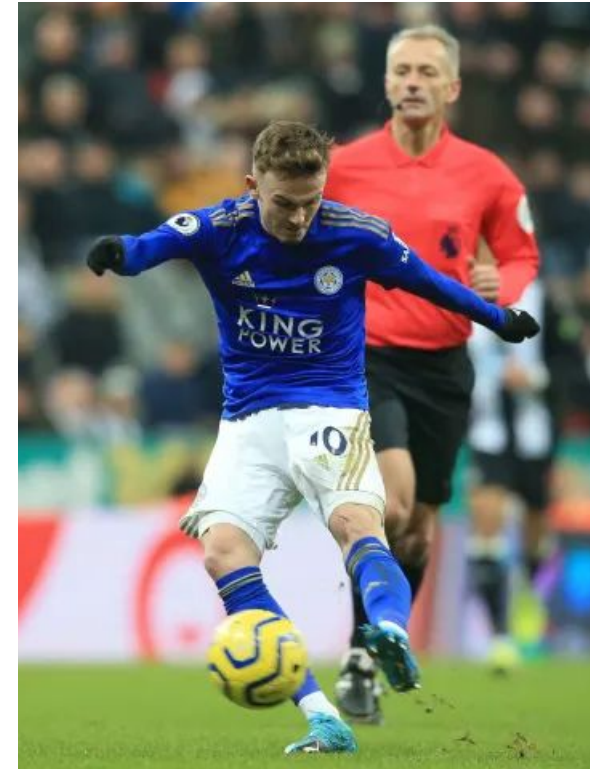


Feature Engineering

- **The Challenge:** Raw match results don't directly predict future matches. We need to engineer meaningful features.

Season Performance Metrics (6)

| Feature | Description | Why It Matters |
|--------------------|---------------------------------|----------------------|
| Home Goals/Game | Avg goals scored by home team | Offensive strength |
| Away Goals/Game | Avg goals scored by away team | Offensive strength |
| Home Conceded/Game | Avg goals conceded by home team | Defensive weakness |
| Away Conceded/Game | Avg goals conceded by away team | Defensive weakness |
| Home Win Rate | % of matches won by home team | Overall team quality |
| Away Win Rate | % of matches won by away team | Overall team quality |



Recent Form(2)

| Feature | Description | Why It Matters |
|------------------|---|------------------|
| Home Recent Form | Points from last 5 games (normalized 0-1) | Current momentum |
| Away Recent Form | Points from last 5 games (normalized 0-1) | Current momentum |



Premier
League

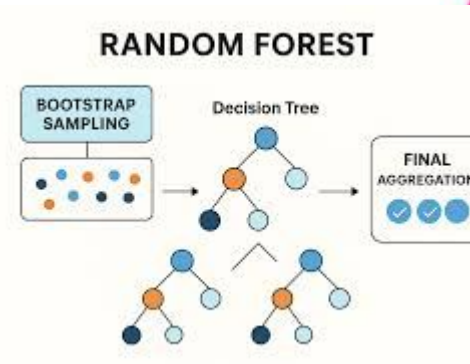
Model Selection: Random Forest

- Random Forest: An ensemble learning method that builds multiple decision trees and combines their predictions

Why Random Forests for this Problem?

- Handles Non-Linear Relationships: Football outcomes aren't linear (2x goals \neq 2x win probability)
- Resistant to Overfitting: Ensemble of trees reduces variance
- Feature Importance: Can identify which features matter most
- No Feature Scaling Required: Trees don't care about feature magnitudes
- Probabilistic Output: Gives confidence score, not just predictions

```
1 RandomForestClassifier(  
2     n_estimators=100,    # 100 decision trees  
3     max_depth=10,       # Limit tree depth (prevents overfitting)  
4     random_state=42     # Reproducibility  
5 )
```



**Premier
League**

Model Evaluation

- Model Accuracy: **56.58%**

| Baseline | Accuracy | How |
|-----------------------|----------|---------------------------------|
| Random Guessing | 33.3% | Pick HOME/DRAW/AWAY randomly |
| Always Predict "HOME" | 46.0% | Home teams win ~46% of the time |
| Our Model | 56.6% | Learns team pattern |
| Professional Analysts | 55-60% | Experts at sports betting firms |



- Sports is inherently chaotic and unpredictable, matches pro analysts

| | HOME | DRAW | AWAY |
|------|------|------|------|
| HOME | 152 | 28 | 45 |
| DRAW | 58 | 32 | 41 |
| AWAY | 49 | 25 | 70 |

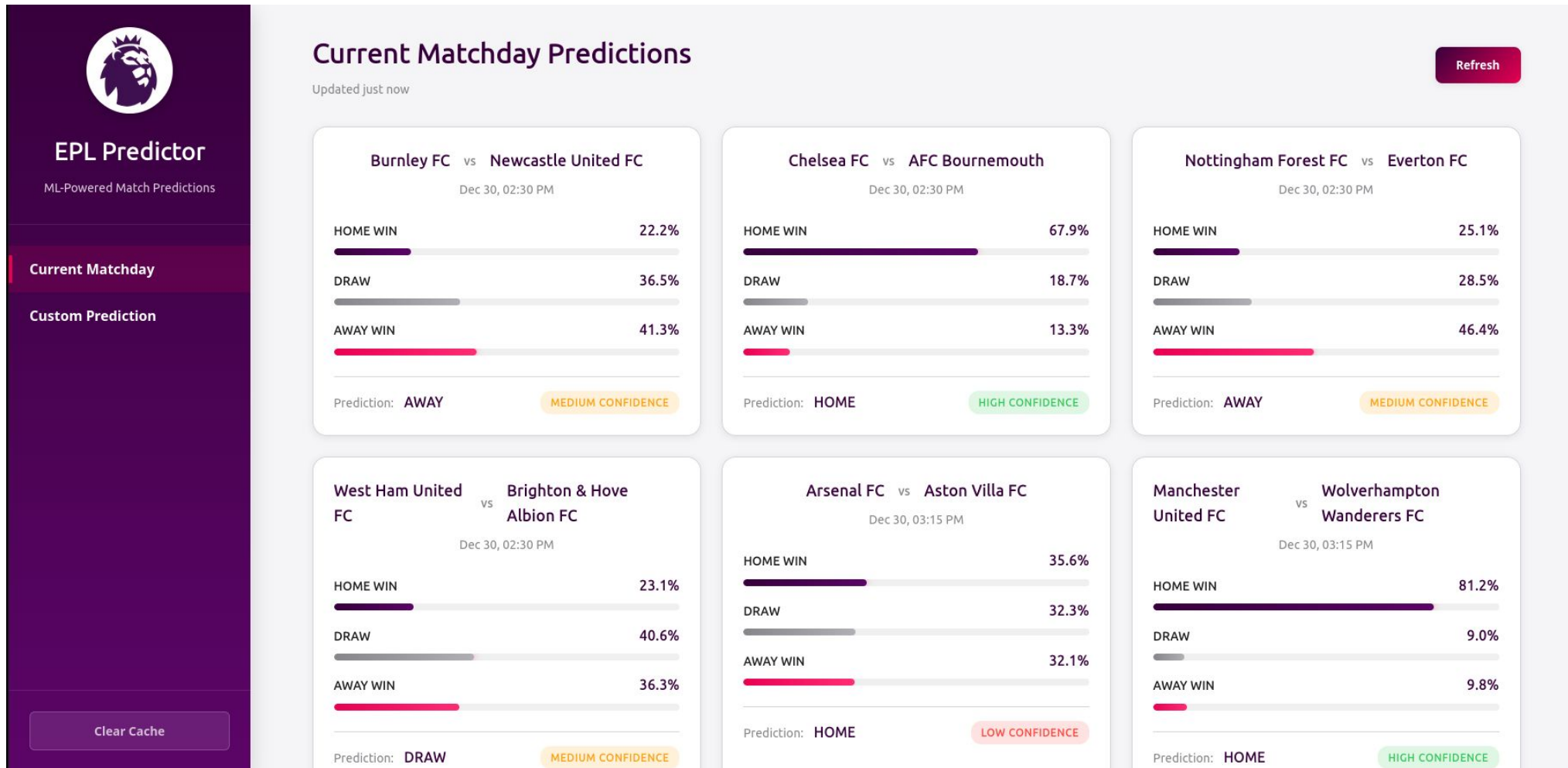
- Model learned real patterns (strong on home wins)
- Struggles with draws because they're inherently unpredictable
- Appropriately cautious - doesn't overconfident on close matches
- Honest performance, not overfitting



**Premier
League**


Final Result

App can predict current matchday results ...



Final Result

As well as custom matchups



EPL Predictor

ML-Powered Match Predictions

Current Matchday

Custom Prediction

Clear Cache

Custom Match Prediction

HOME TEAM

Liverpool FC

AWAY TEAM

Manchester City FC

GET PREDICTION

Liverpool FC vs Manchester City FC

HOME WIN

18.1%

DRAW

37.9%

AWAY WIN

44.1%

Prediction: AWAY

MEDIUM CONFIDENCE



Premier
League