Hierarchical Random Forest Learners

- Model method: (1) One Random Forest learner for training and predicting the behavior on game day. (2) Random forest learner for non-game day situation.

- Feature input : (1) time in a day[0.0..23.75]; (2) weekday [1..7]; (3) Football game start time, -1 (if not game on that day); (4) Football game end time, -1 (if not game on that day); (5) temperature; (6) is_weekend [-1,1]; (6) is_gameday [-1,1]; (7) class start time[0.0..23.75].

- Three different sub-models were used to build this model: (1) a random forest learner to evaluate the influences of hours, weather, weekday on shape of traffic pattern without course schedule. (2) a random forest learner to evaluate the combined influences of course schedule, temperature, and basketball game. (3) a random forest learner to evaluate the behavior in game day.