

LSTB October 2021 Report

October 14, 2021

1 GSF Sigma LS Geo TB Report October 2021

1.1 Load Data

```
[ ]: import pandas as pd
import math
file_paths = ['phase_1.csv', 'phase_2.csv', 'phase_3.csv', 'phase_4.csv']
data = []

for i in range(len(file_paths)):
    try:
        data.append(pd.read_csv(file_paths[i], index_col=0).
↳drop_duplicates().fillna(0))
    except:
        continue

[ ]: data[-1]['pointsPerGP'] = round(data[-1]['territoryPointsContributed'] /
                                   (data[-1]['shipGP']+data[-1]['characterGP']), 3)
avgPointsPerGP = round(data[-1]['pointsPerGP'].mean(), 3)
```

1.2 Input

1.2.1 Sandbagging

```
[ ]: tbType = 'LS'

sbag_1_top = False
sbag_1_mid = True
sbag_1_bottom = False

sbag_2_top = False
sbag_2_mid = False
sbag_2_bottom = True

sbag_3_top = True
sbag_3_mid = True
sbag_3_bottom = False
```

1.2.2 Shards and Stars

KAM shards: 32

Phase 4	Phase 3	Phase 2	Phase 1
x	3	2	2
x	x	3	3
x	1	3	3

1.3 Calculations

1.3.1 TB Points per CM

LS GEO TB

```
[ ]: if (tbType == 'LS'):  
    p1_ships_1 = [0,523900]  
    p1_ships_2 = [0,0]  
    p2_ships_2 = [0,0]  
    p3_ships_2 = [0,0]  
    p4_ships_2 = [0,0]  
  
    if(sbag_1_top):  
        p2_ships_1 = p1_ships_1  
    else:  
        p2_ships_1 = [0,900000]  
    if(sbag_2_top):  
        p3_ships_1 = p2_ships_1  
    else:  
        p3_ships_1 = [0,1800000]  
    if(sbag_3_top):  
        p4_ships_1 = p3_ships_1  
    else:  
        p4_ships_1 = [0,2750000]  
  
    p1_ground_1 = [0,403000,573500,840000,1155000]  
    p1_ground_2 = [0,403000,573500,840000,1155000]  
  
    if(sbag_1_bottom):  
        p2_ground_1 = p1_ground_1  
        p2_ground_2 = p1_ground_2  
    else:  
        p2_ground_1 = [0,434000,704000,1014750,1377000]  
        p2_ground_2 = [0,434000,704000,1014750,1377000]  
    if(sbag_2_bottom):  
        p3_ground_1 = p2_ground_1  
        p3_ground_2 = p2_ground_2  
    else:  
        p3_ground_1 = [0,464000,775500,1105000,1627500]
```

```

        p3_ground_2 = [0,464000,775500,1105000,1627500]
    if(sbag_3_bottom):
        p4_ground_1 = p3_ground_1
        p4_ground_2 = p3_ground_2
    else:
        p4_ground_1 = [0,511500,867000,1242500,1837500]
        p4_ground_2 = [0,511500,867000,1242500,1837500]

    p1_ground_3 = [0,403000,573500,840000,1155000]
    p1_ground_4 = [0,523900,745550,1092000,1501500]
    p1_ground_5 = [0,0,0,0,0]

    if(sbag_1_mid):
        p2_ground_3 = p1_ground_3
        p2_ground_4 = p1_ground_4
        p2_ground_5 = p1_ground_5
    else:
        p2_ground_3 = [0,434000,704000,1014750,1377000]
        p2_ground_4 = [0,434000,704000,1014750,1377000]
        p2_ground_5 = [0,564200,915200,1319175,1790100]
    if(sbag_2_mid):
        p3_ground_3 = p2_ground_3
        p3_ground_4 = p2_ground_4
        p3_ground_5 = p2_ground_5
    else:
        p3_ground_3 = [0,464000,775500,1105000,1627500]
        p3_ground_4 = [0,464000,775500,1105000,1627500]
        p3_ground_5 = [0,0,0,0,0]
    if(sbag_3_mid):
        p4_ground_3 = p3_ground_3
        p4_ground_4 = p3_ground_4
        p4_ground_5 = p3_ground_5
    else:
        p4_ground_3 = [0,511500,867000,1242500,1837500]
        p4_ground_4 = [0,664950,1127100,1615250,2388750]
        p4_ground_5 = [0,867000,1837500,0,0]

```

DS GEO TB

```

[ ]: if (tbType == 'DS'):

    p1_ships_1 = [0,0]
    p1_ships_2 = [0,0]
    p2_ships_1 = [0,825000]
    p2_ships_2 = [0,1072500]

    if(sbag_2_top):
        p3_ships_1 = p2_ships_1

```

```

    p3_ships_2 = p2_ships_2
else:
    p3_ships_1 = [0,1665000]
    p3_ships_2 = [0,2164500]
if(sbag_3_top):
    p4_ships_1 = p3_ships_1
    p4_ships_2 = p3_ships_2
else:
    p4_ships_1 = [0,2750000]
    p4_ships_2 = [0,0]

p1_ground_1 = [0,187500,297500,500000,792000]
p1_ground_2 = [0,187500,297500,500000,792000]

if(sbag_1_bottom):
    p2_ground_1 = p1_ground_1
    p2_ground_2 = p1_ground_2
else:
    p2_ground_1 = [0,270000,420000,708000,1080000]
    p2_ground_2 = [0,270000,420000,708000,1080000]
if(sbag_2_bottom):
    p3_ground_1 = p2_ground_1
    p3_ground_2 = p2_ground_2
else:
    p3_ground_1 = [0,336000,540000,910000,1352000]
    p3_ground_2 = [0,336000,540000,910000,1352000]
if(sbag_3_bottom):
    p4_ground_1 = p3_ground_1
    p4_ground_2 = p3_ground_2
else:
    p4_ground_1 = [0,405000,675000,1038500,1564000]
    p4_ground_2 = [0,405000,675000,1038500,1564000]

p1_ground_3 = [0,187500,297500,500000,792000]
p1_ground_4 = [0,187500,297500,500000,792000]
p1_ground_5 = [0,0,0,0,0]

if(sbag_1_mid):
    p2_ground_3 = p1_ground_3
    p2_ground_4 = p1_ground_4
    p2_ground_5 = p1_ground_5
else:
    p2_ground_3 = [0,270000,420000,708000,1080000]
    p2_ground_4 = [0,270000,420000,708000,1080000]
    p2_ground_5 = [0,351000,546000,920400,1404000]
if(sbag_2_mid):
    p3_ground_3 = p2_ground_3

```

```

        p3_ground_4 = p2_ground_4
        p3_ground_5 = p2_ground_5
    else:
        p3_ground_3 = [0,336000,540000,910000,1352000]
        p3_ground_4 = [0,336000,540000,910000,1352000]
        p3_ground_5 = [0,0,0,0,0]
    if(sbag_3_mid):
        p4_ground_3 = p3_ground_3
        p4_ground_4 = p3_ground_4
        p4_ground_5 = p3_ground_5
    else:
        p4_ground_3 = [0,405000,675000,1038500,1564000]
        p4_ground_4 = [0,405000,675000,1038500,1564000]
        p4_ground_5 = [0,1350050,2033200,0,0]

```

1.3.2 CM Points

```

[ ]: global ground_missions
ground_missions = {}
ground_missions[1] = [p1_ground_1, p1_ground_2,
                      p1_ground_3, p1_ground_4, p1_ground_5]
ground_missions[2] = [p2_ground_1, p2_ground_2,
                      p2_ground_3, p2_ground_4, p2_ground_5]
ground_missions[3] = [p3_ground_1, p3_ground_2,
                      p3_ground_3, p3_ground_4, p3_ground_5]
ground_missions[4] = [p4_ground_1, p4_ground_2,
                      p4_ground_3, p4_ground_4, p4_ground_5]

global ship_missions
ship_missions = {}
ship_missions[1] = [p1_ships_1, p1_ships_2]
ship_missions[2] = [p2_ships_1, p2_ships_2]
ship_missions[3] = [p3_ships_1, p3_ships_2]
ship_missions[4] = [p4_ships_1, p4_ships_2]

global max_ground
max_ground = {}
max_ground[1] = \
    ↪p1_ground_1[4]+p1_ground_2[4]+p1_ground_3[4]+p1_ground_4[4]+p1_ground_5[4]
max_ground[2] = p2_ground_1[4]+p2_ground_2[4] + \
    ↪p2_ground_3[4]+p2_ground_4[4]+p2_ground_5[4]
max_ground[3] = \
    ↪p3_ground_1[4]+p3_ground_2[4]+p3_ground_3[4]+p3_ground_4[4]+p3_ground_5[4]
max_ground[4] = p4_ground_1[4]+p4_ground_2[4] + \
    ↪p4_ground_3[4]+p4_ground_4[4]+p4_ground_5[2]

global max_ships

```

```

max_ships = {}
max_ships[1] = p1_ships_1[1]+p1_ships_2[1]
max_ships[2] = p2_ships_1[1]+p2_ships_2[1]
max_ships[3] = p3_ships_1[1]+p3_ships_2[1]
max_ships[4] = p4_ships_1[1]+p4_ships_2[1]

```

1.4 Low Performers

1.4.1 Lowest TB Points per GP

```

[ ]: n = 10
low_ppg = data[-1]['pointsPerGP'].sort_values().head(n)
print(low_ppg)

```

```

name
M1TTH                3.200
EvilCoyote2011       3.223
Bail Writte          3.299
Zhil Axflow          3.626
Philo Beddoe         3.837
Plucky Haydon        4.171
Maxaron Lexilon      4.284
Ben8cv               4.302
Wolfman314           4.453
Masajj Vemtits       4.461
Name: pointsPerGP, dtype: float64

```

1.4.2 Lowest CM Waves Completed

```

[ ]: low_cm = data[-1]['combatMissionWavesCompleted'].sort_values().head(n)
print(low_cm)

```

```

name
M1TTH                6
Zhil Axflow          9
Bail Writte         10
EvilCoyote2011      10
BabyYodaHitta       11
Philo Beddoe        13
Higgs               13
Doomslug the Destroyer 15
ONE                 16
Guntha Arbos        17
Name: combatMissionWavesCompleted, dtype: int64

```

1.4.3 Lowest TB Points

```
[ ]: low_tb = data[-1]['territoryPointsContributed'].sort_values().head(n)
      print(low_tb)
```

```
name
M1TTH                14394823
BabyYodaHitta        15200224
EvilCoyote2011       19110288
Dark Penguin        21034645
Doomslug the Destroyer 21931633
Obi Won Sebroni      22201267
Philo Beddoe         22373244
Zhil Axflow          22714146
PadawanTano          23011900
TacoPizza            23261653
Name: territoryPointsContributed, dtype: int64
```

1.5 Top Performers

1.5.1 Highest TB Points per GP

```
[ ]: high_ppg = data[-1]['pointsPerGP'].sort_values(ascending = False).head(n)
      print(high_ppg)
```

```
name
Tommyboy85      8.137
PadawanTano     8.057
AKB             7.761
ilekkund2       7.653
Loadage         7.496
GANIC           7.356
s o l o         7.341
ilekkund        7.138
OttoVonGens     7.041
Agave           7.010
Name: pointsPerGP, dtype: float64
```

1.5.2 Highest Combat Waves Completed

```
[ ]: high_cm = data[-1]['combatMissionWavesCompleted'].sort_values(
      ascending=False).head(n)
      print(high_cm)
```

```
name
Tommyboy85      69
OttoVonGens     66
s o l o         66
ilekkund        59
AKB             58
```

Exeel	53
Loadage	52
Elros Halfelven	51
Heywood Jablowme	48
Gryphix	46

Name: combatMissionWavesCompleted, dtype: int64

1.5.3 Highest TB Points

```
[ ]: high_tb = data[-1]['territoryPointsContributed'].sort_values(
    ascending=False).head(n)
print(high_tb)
```

name	
s o l o	57490393
ilekkund	51969893
Tommyboy85	51336186
OttoVonGens	49322163
Heywood Jablowme	46286316
AKB	45962808
Gryphix	44393192
Exeel	44265676
Loadage	43409493
Agave	41389010

Name: territoryPointsContributed, dtype: int64

1.6 Guild Performance

```
[ ]: def toPoints(points,waves):
    i = 0
    point_value = pd.Series([0]*len(waves),index = waves.index)
    while(i<len(waves)):
        point_value[i] = points[waves.iloc[i].astype('int64')]
        i+=1
    return point_value
```

```
[ ]: def percents(df,phase):
    if(not ("Ch 5" in df.columns)):
        df['Ch 5'] = [0]*len(df)

    if(not ("Fl 1" in df.columns)):
        df['Fl 1'] = [0]*len(df)

    if(not ("Fl 2" in df.columns)):
        df['Fl 2'] = [0]*len(df)
```



```

df['ground'] = toPoints(ground_missions[phase][0], df['Ch_
→1'])+toPoints(ground_missions[phase][1], df['Ch_
→2'])+toPoints(ground_missions[phase][2], df['Ch_
→3'])+toPoints(ground_missions[phase][3], df['Ch_
→4'])+toPoints(ground_missions[phase][4], df['Ch 5'])

df['ship'] = toPoints(ship_missions[phase][0], df['Fl 1'])+ \
toPoints(ship_missions[phase][1], df['Fl 2'])

df['ground_perc'] = round((df['ground']/max_ground[phase])*100, 0)

df['ship_perc'] = round((df['ship']/max_ships[phase])*100, 0)

ground_perc = df['ground_perc'].mean()
ship_perc = df['ship_perc'].mean()

# ground_perc = round(
#     pd.Series(df['ground']/max_ground[phase]).mean()*100, 0)

# ship_perc = round(
#     pd.Series(df['ship']/max_ships[phase]).mean()*100, 0)

return (ground_perc,ship_perc)

```

1.6.1 Percent of Combat Mission Points per Phase

```

[ ]: perc = list()
for i in range(len(data)):
    (ground_perc, ship_perc) = percents(data[i], i + 1)
    if math.isnan(ship_perc):
        ship_perc = 0
    if math.isnan(ground_perc):
        ground_perc = 0

    perc.append([str(ground_perc) + '%', str(ship_perc) + '%'])

for i in range(len(data),4):
    perc.append(['NA', 'NA'])

perc_points = pd.DataFrame(perc, index=[
                                'Phase 1', 'Phase 2', 'Phase 3', 'Phase 4'],
→columns=['Ground', 'Ships'])
print(perc_points)

```

	Ground	Ships
Phase 1	40.9%	36.0%
Phase 2	42.52%	54.0%

Phase 3 43.28% 6.0%
Phase 4 39.16% 46.0%

1.6.2 Percent of CM Completed by Player

```
[ ]: player_perc = pd.DataFrame()
for i in range(len(data)):
    ground_name = 'P' + str(i+1) + 'G'
    ship_name = 'P' + str(i+1) + 'S'
    player_perc[ground_name] = data[i]['ground_perc']
    player_perc[ship_name] = data[i]['ship_perc']
print(player_perc)
```

	P1G	P1S	P2G	P2S	P3G	P3S	P4G	P4S
name								
Obi Won Sebroni	0.0	0.0	41.0	0.0	24.0	0.0	29.0	0.0
Doomslug the Destroyer	32.0	0.0	25.0	0.0	29.0	0.0	7.0	0.0
Zhil Axfow	8.0	0.0	16.0	0.0	24.0	0.0	7.0	0.0
JustinAlexander11	55.0	100.0	58.0	100.0	67.0	0.0	16.0	0.0
Revanche Gilder	44.0	100.0	66.0	100.0	60.0	0.0	57.0	0.0
Tommyboy85	94.0	100.0	94.0	100.0	100.0	0.0	100.0	100.0
Philo Beddoe	17.0	0.0	33.0	0.0	29.0	0.0	0.0	0.0
ilekkund	100.0	100.0	79.0	100.0	78.0	0.0	81.0	100.0
ilekkund2	65.0	100.0	41.0	100.0	61.0	0.0	68.0	100.0
Argarax	65.0	100.0	0.0	0.0	46.0	0.0	23.0	0.0
MINI Stewabob	42.0	100.0	16.0	100.0	24.0	0.0	11.0	100.0
MINI xipokemastrix	0.0	0.0	24.0	100.0	23.0	0.0	18.0	100.0
TacoPizza	32.0	0.0	21.0	0.0	34.0	0.0	23.0	0.0
ShootMeow	50.0	100.0	53.0	100.0	24.0	0.0	45.0	100.0
Heywood Jablowme	82.0	0.0	43.0	0.0	94.0	0.0	61.0	100.0
PadawanTano	0.0	0.0	33.0	100.0	46.0	0.0	11.0	100.0
Plucky Haydon	92.0	100.0	25.0	100.0	0.0	0.0	91.0	0.0
BabyYodaHitta	23.0	0.0	19.0	0.0	23.0	0.0	0.0	0.0
Baxston Kane	55.0	0.0	54.0	100.0	59.0	0.0	36.0	100.0
GANIC	50.0	0.0	54.0	100.0	61.0	100.0	53.0	100.0
Neeb	47.0	0.0	36.0	0.0	34.0	0.0	38.0	0.0
Elros Halfelven	78.0	100.0	94.0	100.0	46.0	0.0	78.0	0.0
Exeel	94.0	100.0	75.0	100.0	100.0	0.0	23.0	0.0
wamakima5004	30.0	0.0	82.0	100.0	46.0	0.0	29.0	100.0
Loadage	57.0	100.0	82.0	100.0	84.0	0.0	64.0	100.0
Higgs	16.0	0.0	24.0	0.0	34.0	0.0	7.0	0.0
Ben8cv	23.0	0.0	33.0	0.0	30.0	0.0	23.0	0.0
joker	0.0	0.0	37.0	0.0	24.0	0.0	24.0	0.0
Gryphix	63.0	0.0	100.0	100.0	30.0	0.0	54.0	100.0
AKB	70.0	0.0	83.0	100.0	94.0	0.0	92.0	100.0
SloppySaberFlavor	70.0	0.0	66.0	0.0	100.0	0.0	23.0	0.0
ONE	0.0	0.0	27.0	0.0	40.0	0.0	0.0	0.0
Theflavorgreen	0.0	0.0	27.0	0.0	42.0	0.0	13.0	0.0

Promethean	0.0	0.0	24.0	100.0	30.0	0.0	55.0	100.0
EvilCoyote2011	0.0	0.0	19.0	0.0	0.0	0.0	19.0	0.0
Masajj Vemtits	0.0	0.0	0.0	0.0	30.0	0.0	16.0	0.0
Calens	77.0	0.0	79.0	0.0	40.0	0.0	57.0	0.0
Wolfman314	0.0	0.0	0.0	100.0	23.0	0.0	34.0	100.0
Agave	53.0	100.0	17.0	100.0	83.0	100.0	58.0	100.0
Flywire	50.0	100.0	61.0	100.0	30.0	0.0	73.0	0.0
Dark Penguin	40.0	0.0	24.0	0.0	40.0	0.0	7.0	0.0
Guntha Arbos	0.0	0.0	37.0	0.0	14.0	0.0	0.0	0.0
OttoVonGens	100.0	100.0	94.0	100.0	89.0	0.0	85.0	100.0
Zlada14	59.0	0.0	0.0	100.0	29.0	0.0	74.0	100.0
Maxaron Lexilon	0.0	0.0	25.0	0.0	0.0	0.0	39.0	100.0
The Wall	38.0	0.0	0.0	0.0	0.0	0.0	47.0	100.0
s o l o	100.0	100.0	87.0	100.0	100.0	100.0	79.0	100.0
Chaunce	59.0	100.0	62.0	100.0	46.0	0.0	73.0	100.0
M1TTH	15.0	100.0	11.0	100.0	0.0	0.0	0.0	0.0
Bail Writte	0.0	0.0	25.0	0.0	0.0	0.0	37.0	0.0

1.6.3 Average TB Points per GP

```
[ ]: print(avgPointsPerGP)
```

5.683

1.6.4 Guild TB Points and TB Points per GP

```
[ ]: data[-1].loc[:,['territoryPointsContributed','pointsPerGP']].
      ↪sort_values(by=['territoryPointsContributed'], ascending=False)
```

```
[ ]:
      territoryPointsContributed  pointsPerGP
name
s o l o                        57490393      7.341
ilekkund                      51969893      7.138
Tommyboy85                    51336186      8.137
OttoVonGens                   49322163      7.041
Heywood Jablowme              46286316      6.609
AKB                           45962808      7.761
Gryphix                       44393192      6.618
Exeel                         44265676      6.994
Loadage                       43409493      7.496
Agave                         41389010      7.010
Baxston Kane                  41349455      6.294
Chaunce                       40155023      6.171
ShootMeow                     39660334      6.202
Revanche Gilder               38034129      6.755
ilekkund2                     36715708      7.653
Flywire                       35563908      6.462
GANIC                         35474026      7.356
```

Promethean	34587740	6.433
Elros Halfelven	34573751	5.566
Argarax	33628977	6.451
JustinAlexander11	33496109	5.948
SloppySaberFlavor	32155318	5.489
Guntha Arbos	31030584	4.955
Calens	30963522	5.123
Zlada14	30687684	5.071
Neeb	30076602	5.207
wamakima5004	29344248	4.839
ONE	28919525	4.613
Wolfman314	27892975	4.453
Maxaron Lexilon	27599683	4.284
Theflavorgreen	27282366	5.266
Bail Writte	26945257	3.299
Ben8cv	26670796	4.302
Higgs	26545273	4.838
Masajj Vemtits	26361638	4.461
The Wall	25379005	4.989
Plucky Haydon	25206470	4.171
MINI xipokemastrix	24946590	5.946
MINI Stewabob	24409087	6.958
joker	24275476	4.768
TacoPizza	23261653	4.466
PadawanTano	23011900	8.057
Zhil Axflow	22714146	3.626
Philo Beddoe	22373244	3.837
Obi Won Sebroni	22201267	5.997
Doomslug the Destroyer	21931633	5.178
Dark Penguin	21034645	4.934
EvilCoyote2011	19110288	3.223
BabyYodaHitta	15200224	5.166
M1TTH	14394823	3.200